For space is dark
... and full of terrors

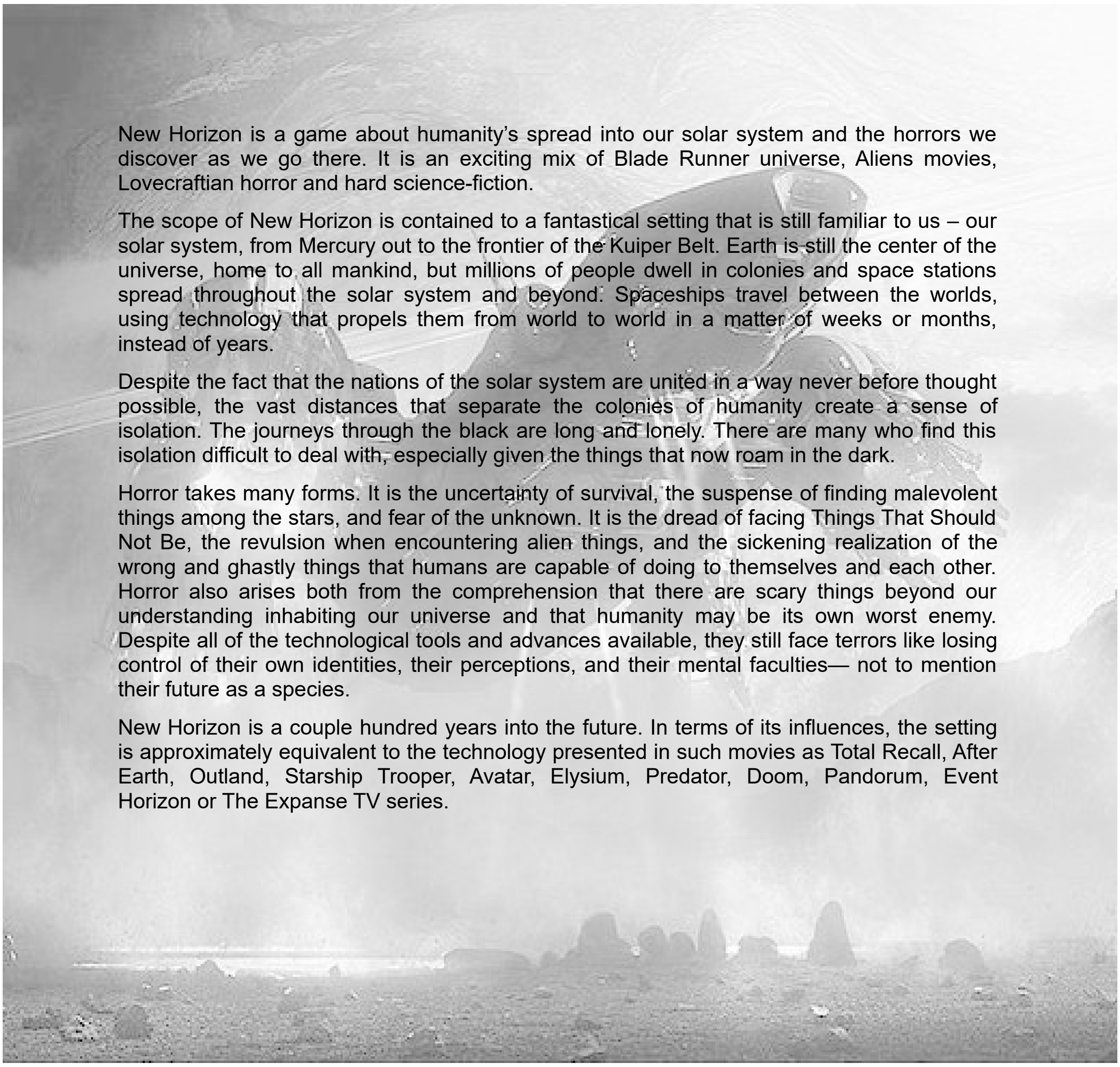


NEW HORIZON

Scenario Pack LA

NEW HORIZON

Scenario Pack LA2.0



New Horizon is a game about humanity's spread into our solar system and the horrors we discover as we go there. It is an exciting mix of Blade Runner universe, Aliens movies, Lovecraftian horror and hard science-fiction.

The scope of New Horizon is contained to a fantastical setting that is still familiar to us – our solar system, from Mercury out to the frontier of the Kuiper Belt. Earth is still the center of the universe, home to all mankind, but millions of people dwell in colonies and space stations spread throughout the solar system and beyond. Spaceships travel between the worlds, using technology that propels them from world to world in a matter of weeks or months, instead of years.

Despite the fact that the nations of the solar system are united in a way never before thought possible, the vast distances that separate the colonies of humanity create a sense of isolation. The journeys through the black are long and lonely. There are many who find this isolation difficult to deal with, especially given the things that now roam in the dark.

Horror takes many forms. It is the uncertainty of survival, the suspense of finding malevolent things among the stars, and fear of the unknown. It is the dread of facing Things That Should Not Be, the revulsion when encountering alien things, and the sickening realization of the wrong and ghastly things that humans are capable of doing to themselves and each other. Horror also arises both from the comprehension that there are scary things beyond our understanding inhabiting our universe and that humanity may be its own worst enemy. Despite all of the technological tools and advances available, they still face terrors like losing control of their own identities, their perceptions, and their mental faculties— not to mention their future as a species.

New Horizon is a couple hundred years into the future. In terms of its influences, the setting is approximately equivalent to the technology presented in such movies as Total Recall, After Earth, Outland, Starship Trooper, Avatar, Elysium, Predator, Doom, Pandorum, Event Horizon or The Expanse TV series.

FOR MATURE AUDIENCES ONLY
This book is intended for mature readers. It contains dark and disturbing content and images. Reader discretion is advised.

ADULTS ONLY 18+ ® AO CONTENT RATED BY ESRB

Lost Adventures

A New Horizon scenario pack for a motley crew of adventurers.

Contents

INTRODUCTION

BOOK STRUCTURE

Each of the scenarios presented in this book are playable by up to five players in around one night, and are designed to introduce players to New Horizon. Each focuses on a limited location and timeline, and thrusts the players into the key point of an investigation or mystery.

Deep Space
The PCs arrive within sight of the Saturn-I mining colony where they must deliver a briefcase to the local head of Zen Medical. Customs, run by a private security company, is looking for the package as well as a local community faction associated with the Cappello Nero criminal organization.

Lost Paradise
The players are hired to retrieve a stolen priceless artifact from a wealthy collector's mansion, but soon find themselves trapped inside with no way out.

A doctor on a space station becomes addicted to a powerful drug, leading to a suicide attempt and the emergence of a rogue android determined to free humans from their suffering.

A dangerous cult believes humans must transform into octopus hybrids to serve their extraterrestrial masters, and hires one of its members to obtain a mysterious black octopus specimen.

Hope’s Last Day
The characters are part of the first settlers of Hadley's Hope. Unfortunately, the colony is attacked by a large number of Xenomorphs, and the colonists tried their best to defend themselves, but they are overwhelmed. Many of them are killed or captured, and the Xenomorphs began to use the colonists as hosts for their offspring. Eventually, a group of survivors try to survive to escape from this place of death. But will they succeed?

The Icarus Project
Federated Boeing Interstellar has developed a new propulsion unit that allows vessels to fold space and re-enter the material universe at almost any point. They build a jump-drive ship called Daedalus, which is capable of reaching the center of the universe, but they are unable to return. Some technicians at LockMit Industries successfully develop an organic material capable of withstanding the stresses of the jump, which Federated Boeing believes will recoup its investment.

RUNNING THIS SCENARIO PACK

Study the contents of this book before attempting to play through it. Players have every right to demand that the Game Master knows what’s going on. By understanding the text and plot, the GM knows what to stress, what to skip over, what to hint at, what to dismiss, what to threaten, what to paraphrase delicately, and what to throw at the adventurers.

The way that text is sometimes presented in a descriptive form may have some GMs thinking that this scenario needs to be run in a linear manner, with situations, and investigator reactions preordained. This is not the case. If the players do something that alters, or makes a scene impossible, the GM must then adjust the Players' Information accordingly. However, it is true that these descriptive paragraphs of player information can lend themselves to a simple approach to running the adventure, allowing for almost immediate use after the book has been read. After all, some GMs aren't fortunate enough to have the hours of spare time necessary to prepare their ideal scenario,

What is important, is that this is your scenario and it can be presented with as much, or as little information as desired. We feel that the aura of a sometimes impenetrable mystery is an important factor. But GMs may wish to display would-be hidden intimacies in any way they deem appropriate. There will be times where the plot may be overwhelming the players: this is fine as long as the GM is not confused, and as long as everyone is enjoying themselves.

PREPARING FOR PLAY

Having read through the start pack and gained a good understanding of the key plot and characters, the GM is advised to prepare each adventure prior to play. Highlight key headers and sections in the text and, perhaps, prepare memory-jogger notes of the key events, which can be referred to during play.

NPC statistics and monster profiles are gathered together at the close of each of the chapters for ease of reference. It’s a good idea to copy/ print these sections out onto separate pages, allowing the GM to have them near at hand for quick referral and to avoid flicking back and forth through the book. Likewise, printing out the portraits of the key NPCs to show the players (perhaps sticking these on to cards or on a convenient wall next to the gaming table) may help the players to differentiate the cast of allies and villains as they go through the adventures.

DEEP SPACE

by Ismaren & ChatGPT

You are a team of mercenaries at the service of corporations or the highest bidder. You travel through space aboard your ship to carry out the missions of your employers. The pharmaceutical megacorporation Zen Medical has tasked you with delivering a briefcase to its branch on the mining colony station Saturn-I, aka Mimas 601, a mission that is quite simple. However, the situation at the station quickly complicates its completion.

PLAYERS INFORMATION 1

Introduction

Humanity has colonized space and spread throughout the galaxy. Space technology has made a dizzying leap forward. We are several centuries in the future. The search for alien life still occupies scientific minds, but for countless populations, survival comes first. Communitarianism has never been so popular and coexists with individualism at all times. Space is one of the most hostile environments for humans and it never misses an opportunity to prove it.

The all-powerful mega-corporations, known as the "Dirty Dozen", manage the expansion of humanity and its settlement on distant worlds and stations. Earth is already nothing more than a dark utopia in the minds of many people, and only the wealthiest populations still live there.

In this climate, you have decided to live day by day, perhaps not the best decision of your life, perhaps not the best career plan, but you don't know how to live any other way. You are a group of mercenaries who respond to the orders of the highest bidder, often representatives of the mega-corporations.

Two days ago, the PCs were contacted by their fixer for a new contract. They first met "The Merchant", a smuggler and pirate, who gave them a briefcase. Instructions were to follow...

Give the PCs Investigators Handout #3:

> *Mission order:*
>
> *Deliver briefcase to Doctor K.L. Strayton on Saturn-I. Zen Medical branch, intermediate level 4. Do not open the briefcase. Under no circumstances. Absolute discretion required. Payment. One third before. Two thirds after.*

KEEPERS INFORMATION 1

Chronology Of Events

10 years ago:	Miners discover a potentially living organic material in gallery 16 of the main mine on Saturn-I, the Colours out of space.
3 years ago:	The station's last energy generators give out, and the corporation Ceres Metals exploits the organic Colours out of space as a source of energy for the station. The exploitation of the Colours out of space has since poisoned the miners and the population of the lower levels of the station.
6 months ago:	Dr. Strayton of Zen Medical realizes the long-term danger of poisoning and reports it to Ceres Metals, which ignores it. He then decides to steal a biological weapon from a secret Zen Medical laboratory to destroy all traces of the Colours out of space in the mine, which will deprive the entire station of energy. In reality, this is part of the plan of the Colours out of space. Meanwhile, Commander Korth of the Praetorian Security Consulting corporation in charge of the station wants to eliminate the deviant population of the lower levels. He wants to take control of the Colours out of space and use the biological agent against the population of the lower levels. The Cappello Nero gang, which wants to protect the Colours out of space from any intervention other than that of Zen Medical scientists, also seeks the package and opposes Dr. Strayton and Commander Korth.
2 days ago:	The PCs are contacted by their fixer for a new contract.
1 day ago:	The PCs meet 'The Merchant' who gives them the briefcase to deliver to a contact from Zen Medical on the mining station Mimas 601.
Now:	The PCs arrive at the station with the package, a biological weapon.

THE ADVENTURE 1

Mimas Touch Down

The PC's spacecraft comes into view of Saturn-I. They have plenty of time to wake up, prepare, equip themselves and discuss the mission.

Give the PCs Investigators Handout #1 and #2.

As soon as the pilot requests it, they receive permission to dock at quay 2.17, located on intermediate level 2. They are expected by the men of Praetorian Security Consulting, sent by Commander Korth.

The PCs can carry out several preliminary checks:

- Scan the docks to anticipate customs and hide the briefcase: Normal difficulty Streetwise roll or hack Praetorian Security Consulting's communications by succeeding a Normal difficulty Computer Security roll.
- Try to communicate with Zen Medical's branch on the station to verify that Doctor Strayton is there. It will then be necessary to encrypt the communication for added security by succeeding a Normal difficulty Computer Security roll. No answer.
- Find out about Zen Medical and its branch on Saturn-I: Normal difficulty Data Analysis roll. Zen Medical is a pharmaceutical megacorporation specialized in medical research, biotechnology, implant and prosthetic surgery, military medicine and physical reconstruction. Its branch on Saturn-I works in conjunction with the mining activities of Ceres Metals and is responsible for the physical health and care of the miners. This includes replacing damaged limbs with mass-produced prosthetics to increase productivity and profitability at work. The branch is headed by Doctor Rosa Kyle. There is no mention of Doctor Strayton.
- Find out about Doctor Strayton: Normal difficulty Data Analysis roll. Doctor Strayton has worked for several pharmaceutical and medical research companies, and has been with Zen Medical for 10 years. He has several scientific awards to his credit, notably for a molecular manipulation essay. He has a wife and two children on Proxima. Nothing more, nothing out of the ordinary.
- Check the briefcase: The briefcase is a cylindrical armored case about 30 cm long and 20 cm in diameter. A cryptographic code is required to open it. The analysis shows no trace of radioactive or explosive elements.

KEEPERS INFORMATION 2

Disembarkment

As the players arrive at the Saturn-I mining colony, they dock their ship and are immediately confronted by Praetorian Security Consulting, the private security firm in charge of customs. The firm is searching for the package that the players are carrying, which is intended for Dr. Karl Lewis Strayton, the local representative of Zen Medical.

To deliver the package to its destination, the players must pass it through customs discreetly or retrieve it after it has been confiscated. However, they soon discover that the Zen Medical branch is in disarray and that its employees are dead or missing. The players must locate Dr. Strayton and deliver the package to him, all while navigating the treacherous factions vying for control of the colony, including the local communalist group, the Cappello Nero



KEEPERS INFORMATION 3

Welcome

The first experience of the PCs with the station must be decisive, as it determines the general atmosphere of the scenario. Emphasize the administrative complications, the overpopulation in the corridors and walkways, the gangs and traffickers of the Capello Negro operating openly, and the decay of the station. The station must seem dangerous and inhospitable to them. They should never feel safe or relaxed at any moment.

Use the environment to evoke disgust and constant danger:

- The lamps, generators, and electrical couplings regularly trip and emit sparks and flashes, and it is not uncommon to find oneself in the dark or in spaces where only weak nighttime lighting remains.
- The metal of the walls and surfaces is cold and sticky, and the acrid odor emanating from it permeates the station as soon as one descends a few levels, joined by the smells of pipes, waste, and the bustling life of the place.
- The station constantly emits strange, sudden, or shrill noises, usually coming from pipes or survival systems, and the frequency of the

waves received and emitted by the central network disturbs electronic instruments and fatigues the unaccustomed human brain.

- Finally, the inhabitants of the station are numerous and armed (often with improvised weapons) and stare at the PCs, whom they identify at a glance as foreigners and whom they distrust accordingly.

KEEPERS INFORMATION 4

Saturn-I Mining Station

A mining colony built on the sixth moon of Saturn to exploit its mineral resources. An old model station, made of ancient materials, dilapidated and overcrowded. More than forty thousand people live there.

The low-ceilinged corridors, surrounded by storefronts and apartments, filled with gas and smoke emissions and illuminated by beams of yellow, orange or white light are the main characteristic of the station. Pipes, ducts, electrical meters, and other necessary installations for the proper functioning of the station form the disfigured relief of all the walls of the station, except for the upper levels and farms.

Everything can be found on the station, at least everything that is strictly necessary. It is a true small town that has its own rules and functioning, but is not autonomous. Every three months, a supply ship imports essential foodstuffs and other rare products that are sought after by the wealthiest inhabitants of the station and by traffickers.

The two upper levels, visible from space through the large windows, host private docks, the apartments of the wealthiest population of the station, as well as the most important services: central security post (similar to a police station), hospital, court, control center (both a kind of town hall and the data center through which all the information received and sent on the station transits). These four essential places for the proper functioning of the station have relays at almost every level, but those on the lower levels are often faulty, that is, abandoned, ravaged or squatted.

The five intermediate levels house food reproduction farms, which provide some food production to feed the station, main docks, branches of mega-corporations, consumption center (downtown, which extends over all intermediate levels and the first three lower levels, and forms like a tower inside the station), and the apartments of station officials and employees of the represented mega-corporations.

The thirteen lower levels are a tangle of narrow, poorly lit corridors, where the rest of the population (about twenty-five thousand people) piles up and jostles. There are many informal and illegal shops, as well as the apartments of the poorest population of the station, mainly miners. Insecurity reigns there. As their name suggests, they are located below the lunar surface and literally serve as the foundation for the intermediate and upper levels. The thirteenth level is still partially under construction.

Finally, the intra-lunar mine where nearly five thousand people work daily. Metals, hydrocarbons, gases, and even salt are extracted there. It is the richest and most productive mine in all the surrounding sectors. It is directly connected to export docks on the surface, attached to the main docks.

The control center, located at the top of the consumption center, also manages time distribution: a 24-hour cycle similar to Earth has been defined, with the day lasting from 5 a.m. to 9 p.m.; at night, nighttime lighting is put in place, just as dysfunctional as the daytime one; working hours officially range from 7:30 a.m. to 6:30 p.m., with a one-hour break in the middle, but in a station where the slightest mistake can cost dozens of lives, it is common to work without interruption and at any time.

Elevators, access ramps, and service stairs allow movement between levels, while rail-mounted shuttles provide fast horizontal travel at the same level. The station has an area of about 3 km2 and an altitude of 60 meters above the surface, while the mine itself goes down to 500 meters deep into the lunar body. In summary, moving within the station can take a lot of time and require many detours, especially since transport infrastructure often fails.

Initially, there were only six lower levels, but their number expanded as mining activity dug deeper into the moon and developed. Originally, a gap was allowed between the inhabited levels and the mine for safety and structural stability reasons, but this gap has continuously decreased to accommodate a growing population. Therefore, the last seven lower levels are not original and their design is more rudimentary and artisanal than the rest of the station, resulting in an unhealthy and dangerous environment.

KEEPERS INFORMATION 5

Zen Medical Offices

This branch is located on intermediate level 4, inside the tower (consumption center). It opens onto a reception and sales room, then onto a series of open or closed offices, and finally onto equipped laboratories and a warehouse that has its own exit.

However, the place is now in a sorry state: while the Zen Medical sign is still bright with flashing green neon lights, the automatic door is smashed, broken, and the control box is destroyed. The interior is not in a better state: furniture is overturned, electronic and computer equipment is destroyed, windows are shattered, the floor is covered with papers and objects of all kinds, laboratories have been ransacked, computer servers have been damaged, and shelves have been emptied. There is no one.

KEEPERS INFORMATION 6

Crossing The Customs

Their spacecraft is docked at the station and the PCs disembark at dock 2.17, on the second intermediate level. The security commander has prepared a small welcoming committee for them.

As soon as they pass through the airlock, a procedure that takes a few minutes, the PCs witness some commotion on neighboring docks. It seems that a group of workers are arguing with the crew of a transport ship about work to be done and repeated delays. If a PC observes the scene, they can notice, thanks to a Normal difficulty Spot roll, that one of the workers is staring at them, with a shaven head and a metallic blue tattoo on the side of their face.

The PCs don't have time to pay much attention to this, as several armed men from the private mercenary group Praetorian Security Consulting are waiting for them.

This group operates in collaboration with certain corporations, providing security for many remote colonial stations where they act as police.

Sergeant Preston and his men demand to inspect the PCs' equipment and crew, as well as to board for a routine inspection. The sergeant also asks the PCs the reason for their visit. Under his affable and relaxed manner, Preston is an experienced and professional paramilitary, guided by an unwavering intuition that leaves nothing to chance. Even if he doesn't find the briefcase, he knows it's there. Commander Korth tasked him with finding it and he intends to fulfill that order. The PCs can negotiate to no avail, the search must take place. Engaging in combat or attempting to flee would be ill-advised, as they are outnumbered by half by the Praetorian Security Consulting men, who are on guard and will act first in the event of a confrontation and will not hesitate to shoot at any potential escapees.

If the PCs have the briefcase on them or in their luggage, the one holding it must pass a Difficult Stealth roll, otherwise the security guard will discover the briefcase and immediately inform Sergeant Preston, who will confiscate it. The other PCs can distract the guards by passing Normal difficulty Persuasion rolls or other Idea rolls, each success increasing their comrade's Conceal roll.

If the PCs left the briefcase in the spacecraft, unless they specify that it has been stored in a safe or secure room, the security guards will find it and report it to Sergeant Preston, who will confiscate it. The PCs may also have had the good idea to hide it in the spacecraft before docking and leaving on the dock, or one of them may have stayed inside the spacecraft and has the opportunity to secure the briefcase before the security guards enter to search. In this case, they still need to pass an Automatic Conceal roll, otherwise the security guards will find the briefcase.

Finally, one or more PCs can attempt to discreetly escape with the briefcase by taking a different exit than the airlock leading to the dock, but this requires tampering with the spacecraft's logbook to update the crew member list, and therefore passing an Easy Electronics Systems roll, otherwise the security guards will discover the deception and try to apprehend the PCs who disembarked on the dock and question them at the nearest checkpoint.

KEEPERS INFORMATION 7

Retrieve The Briefcase

Preston and his men confiscated the briefcase. They wish the PCs a good stay and go to the dock checkpoint, one level up. The PCs follow them in order to retrieve the briefcase. It is temporarily stored in a secure room for only half an hour, during which Preston leaves the checkpoint; upon his return, Preston takes the briefcase with a strong escort (ten men) to the station's control center. The journey is made on foot, by elevator, and by shuttle and takes 40 minutes. The PCs therefore have two options: steal the briefcase from the checkpoint room or ambush Preston and his men on the way to the control center.

In either case, some help would be welcome. His name is Dunnerko. This smuggler is a member of the Cappello Nero gang, who also want to get their hands on the briefcase. If the PCs circle around the checkpoint and don't come up with a plan, Dunnerko contacts them by sending one of his accomplices to slip a communicator into the clothing of one of the PCs. He meets them in an old souvenir shop nearby; he offers them access to the checkpoint room and a way out in exchange for a meeting with his boss, the leader of the Cappello Nero gang (as a false pretext).

Dunnerko tells them the layout of the room and the guards, as well as the access code to the secure room. Finally, he informs them that explosives stored in the room should allow them to create a breach in the west wall of the room which leads to a winding maintenance staircase to intermediate levels 4 and 5.



If it is too late to infiltrate (after 30 minutes), Dunnerko and his accomplices ambush Preston and his men at the entrance to an elevator, either by joining forces with the PCs or on their own. The PCs can then lend him a hand or double-cross him to retrieve the briefcase. Panic in the "street" could easily turn into a general brawl or riot, which would cover the tracks of the PCs if necessary, but also those of the Cappello Nero gang. From such a scuffle, it would emerge that the briefcase could still be in Preston's hands, end up in Dunnerko's hands, or be recovered by the PCs.

KEEPERS INFORMATION 8

Escape From The Checkpoint

In case some PCs have been arrested and taken to the station, they need to get out as soon as possible. Preston questions them about their identity, relationships, past, reason for their visit, and the suitcase.

If the PCs hold their own during the interrogation and convince Preston of their innocence with a successful Persuasion roll of Hard difficulty or bluff their way out with a successful Fast Talk roll of Hard difficulty, they will be released after several hours.

If they try to outsmart Preston by refusing to talk, with a successful Stamina roll, their prison stay will certainly be extended by several days and marked by several more interrogations.

If they wish to use trickery or force to escape, they can either involve Dunnerko or rely on their own resources to confront about fifteen guards and clear the area.

If the PCs end up at the station and Preston has also recovered the suitcase, you can improvise a mix of the two proposals above.

This scene only occurs if customs retrieves the suitcase or if the PCs are taken to the nearest control station for some reason. If the PCs have lost the suitcase, they can contact Zen Medical. The orders are to retrieve the suitcase at all costs. They can also contact the branch directly, but they will not find anyone there to help them (see Keepers Information #9). This scene should only be included if you have time, otherwise get to the point and make sure the PCs pass customs without any trouble.



KEEPERS INFORMATION 9

Laboratory Rats

The PCs arrive at the Zen Medical branch and find the place empty and ransacked. They must uncover what happened in order to locate Dr. Strayton.

Crime Scene

Despite the deplorable state of the premises, there are many clues that can be gleaned:

- There are signs of fighting, impacts from blows and shots, almost everywhere. The place has been ransacked, either someone was looking for something very specific, or they were looking for nothing at all and wanted to make it seem like they were (succeed on a Normal Spot roll to obtain this precise information).
- The gunshot impacts suggest tactical firearms that do not correspond to either Praetorian Security Consulting's basic weaponry or the more eclectic weapons of the Cappello Nero (succeed on a Difficult Spot roll to obtain this precise information).
- There are traces of blood in several places, and even heavy stains. There were injuries, perhaps even deaths, but the bodies have been transported elsewhere. Nothing in the reports of Praetorian Security Consulting or the hospital mentions any attack here (succeed on a Normal Spot roll to obtain this precise information).
- By searching through the computers or relying on the evidence, it is possible to determine the time of the attack, which was one hour before the PCs arrived at the station. It is very recent (succeed on a Normal Computer Operation roll to obtain this precise information).
- The surveillance camera footage has been destroyed, but not that of certain laboratory analysis cameras. These show three men in tactical gear and balaclavas destroying equipment, taking the contents of the shelves, killing a researcher, and kidnapping two others, Drs. Strayton and Kyle.
- The laboratories have an incineration chamber. It has been actively used very recently, and the residue is unmistakably human. This is where the bodies of the staff and researchers ended up.
- The PCs easily find the personal addresses of Drs. Strayton and Kyle.

An Alliance of Convenience

As the PCs search the premises, several members of the Cappello Nero gang enter the scene. They deny knowing anything about what happened here and want the briefcase. Before things escalate, Dunnerko appears and calms the situation.

Dunnerko agrees to help the PCs find Strayton, provided they take care of the three killers. Even if the PCs suspect that Dunnerko has a plan to take the package later, the priority is to find Dr. Strayton, and the deal does not seem dishonest. He tells them that a decommissioned elevator was put back into service at the time of the attack, a few corridors from the laboratory. There is a good chance that the killers or kidnappers passed through there to reach their target and leave the premises.

KEEPERS INFORMATION 10

A Trail of Blood

The PCs find the elevator indicated by Dunnerko and descend to level 4 below, following Strayton's trail.

The elevator has been disabled by the killers. It stopped on level 4. It is possible to restart it with a Normal difficulty Electronics Systems roll or to use the service ladder. The exit leads to an old abandoned rail shuttle car. Homeless people who live here are crowded into several shuttles. They don't appreciate the presence of the PCs and are hostile, but if the PCs push them a bit or insist heavily by succeeding at a Normal difficulty Fast Talk roll, or by paying them, they will give information about the killers. Five people preceded them, maybe two hours ago. They were in a hurry and unfriendly. Two of them wore lab coats and the other three were visibly armed.

The PCs continue their pursuit by following the rail and the indications of the homeless people. A Normal difficulty Spot roll is required to find fresh blood. Someone cut themselves recently on a piece of debris. A Normal difficulty Tracking roll is necessary to follow the blood.

The PCs soon arrive at an exit (B62) and a non-functional metal service staircase that leads to a dirty and poorly lit alley. In the alley, the blood leads to the door of what seems to be a warehouse. The door seems strange, as if its electronic lock had been tampered with, to any PC who succeeds at a Normal difficulty Spot roll. A Difficult difficulty Demolition roll is required to defuse the explosive trap to enter, otherwise the person who opens the door suffers 6 HP, those immediately behind him, 4 HP, and the others, 2 HP.

The warehouse is a set of large aligned shelves and crates, but in its center stands a real little headquarters with computers, crates of weapons and ammunition, camp beds, and a brazier.

If the PCs fell for the door trap, the computers are on fire when they arrive and they can hear several metallic noises around them. Obviously, someone is trying to escape. It is one of the killers, alone in the warehouse, who opens fire on the PCs without hesitation.

If the PCs escaped the trapped door, they can perform a Normal difficulty Stealth roll to avoid being spotted and surprise the killer. The killer's first action will not be to shoot at them, but to destroy the computers. Then, he escapes.

In both cases, the killer does not let himself be taken alive and fights with all his might – he inflicts 6 HP per attack. After his death or neutralization – he does not speak under any circumstances – he receives a message written on his communicator:

> *"We are at Strayton's place. Situation normal. Destroy the evidence and join us."*

In the warehouse office, the PCs find the body of Dr. Rosa Kyle, with a bullet in her head.

KEEPERS INFORMATION 11

Final Delivery

The PCs go to Strayton's residence to confront the killers and retrieve the doctor.

Strayton's home is located on intermediate level 5, opposite the platforms. It is divided into two large spaces: a living space and an equipped laboratory.

The PCs enter without difficulty and find Strayton tied up in his work chair in the laboratory. The two killers are lying in wait. A Normal Spot roll is required to spot them. They want the briefcase and will engage in combat with the PCs if necessary. They inflict 6 HP. Like their comrade, they fight to the death.

All that remains is to free Strayton and give him the briefcase.

Strayton is very grateful and particularly shocked by the recent events. He believes that the killers were sent by a rival corporation. If the PCs are curious about the contents of the package, Strayton tells them that he doesn't have the code to open the briefcase, it was Dr. Kyle who had it. Always two people, one to receive, one to open. They killed Kyle after extracting the code from her. Strayton will contact Zen Medical to ensure that the PCs receive the rest of their pay.

THE ADVENTURE 2

New Mission, New Situation

The PCs were paid for delivering the package, but a new mission order from Zen Medical is sent to them, proposing to double their fees.

Give the PCs Investigators Handout #4:

> *Mission Order:*
>
> *Protect the personnel of Zen Medical on Mimas 601 against any new attack, attempted extortion, or industrial espionage. Until further notice.*

It turns out that not all of the Zen Medical branch employees were present during the attack; some members of the staff, including five scientists and doctors, were on a mission in the mine at that time, and Doctor Strayton survived thanks to the PCs. He is the new director of the branch since the death of Rosa Kyle. Therefore, the PCs have six people to protect.

The PCs go back to the branch office, meet the survivors of the attack and find Dr. Strayton again.

When the PCs arrive, they notice several pairs of security guards from Praetorian Security Consulting stationed near the offices of Zen Medical. The door has not been repaired yet. Several workers are repairing the premises, for now they are cleaning. They all have a valid worker's license.

The remaining employees are trying to tidy up the branch's premises as best they can. Praetorian Security Consulting security guards, led by Sergeant Preston (if he was not killed or seriously injured), are monitoring the area and movements.

Dr. Strayton welcomes the PCs and says he has been informed of their new mission. He is reassured, being the new interim department director. The five other staff members are in the least damaged office, which has been converted into a meeting room. Strayton introduces them to the PCs (read the staff description to the PCs).

They are still in shock and ask the PCs for information: who did this? Why? What were they looking for? But at this point, the PCs can only make assumptions. They are glad or perhaps not so glad, hard to say, to have been on a mission at the mine during the attack.

Since the PCs need to ensure their security, things need to be clarified and rules need to be established:

- Strayton has ordered a reinforced door and an entirely new security system, with interior and exterior cameras, sensors and digital locks, but all of this should only be operational in several days or even a week.
- It would be best for the six targets to be protected to stay together as much as possible during the mission. One of the scientists suggests taking six adjacent rooms at the nearest hotel, another suggests cramming into a single apartment; it's up to the PCs to receive and make proposals, and choose among them.
- None of the targets to be protected should move without at least one PC with them.

KEEPERS INFORMATION 12

Accident?

During the conversation, the PCs can notice, by succeeding a Normal Difficulty Insight roll, that Strayton has gained a lot of confidence since he was appointed as interim director. Is it just a front or genuine self-assurance? If the PCs ask him, he says that they need to move forward and there is still a lot to accomplish for the station. Zen Medical provides medicine and prosthetics to the families of miners, and accidents happen every day, they cannot stop working.

If the PCs ask Strayton about the briefcase, he remains evasive and says that he has not yet received the codes to open the briefcase. He has secured the briefcase in a confidential location and denied knowing about the package when questioned by Praetorian Security Consulting.

The day goes by without incident. Zen Medical employees work as they can, and Strayton locks himself in a lab. Praetorian Security Consulting does not leave the perimeter.

If the PCs have any questions, the employees answer them. Regarding their mission in the mine, it was a routine inspection when there was an accident in sector 122, the main mine, 22nd gallery. A collapse had injured several miners, and some prosthetics had malfunctioned. They had to intervene quickly and were occupied for several hours by this accident.



KEEPERS INFORMATION 13

A Disruption In The Station

The PCs protect Zen Medical personnel, either at the branch or in a hideout depending on the time, when a long and intense tremor followed by a wave of panic strikes the entire station. Security alarms sound at all levels.

The quake is so powerful that furniture topples over and some electrical appliances are damaged. A Normal difficulty Effort roll is required to remain standing, otherwise 2 HP are lost. It's not a localized explosion, but rather a long quake that hits the entire station like an earthquake.

Audible alarms sound and the station lighting takes on orange and red hues. In the station corridors, people are stunned, some regaining their senses, others rushing to find their loved ones, and others fleeing to take shelter. Praetorian Security Consulting guards stationed near Zen Medical's premises are distracted by the chaos.

When a second tremor hits the station a few minutes later, the building housing the PCs and Zen Medical employees begins to collapse. Everyone inside has only a few moments to escape before being trapped inside. Don't hesitate to put the PCs in danger and ask them for Normal difficulty Agility rolls to dodge debris.

Once everyone is safely outside, the PCs can see crowds heading towards the docks. The first idea that has taken hold of many inhabitants of the intermediate levels is to leave quickly. The station's speakers and interactive panels, on the other hand, ask the population to remain calm and stay at home, to contact the authorities only in case of a crime or emergency medical situation. They are clearly not being heeded. Rumors are spreading: energy and oxygen are running low, the station must be evacuated.

Jon wants to find Diane, who is not answering her communicator. Doctors Rezani and Dwight are trying to contact Zen Medical to inform them of the situation.

Nautario and Jones ask the PCs to exfiltrate them from the station on their ship. Strayton remains calm, approves of Dwight, does not want to leave the station and recommends gathering more information before making any decisions.

KEEPERS INFORMATION 13

Stroll

The PCs and their charges head towards the docks to reach the ship.

The dockway

The network is saturated with waves and communications. Unless a specific frequency is chosen, it is impossible to communicate clearly.

On the way to the docks, the first observations of damage are alarming: half of the elevators are out of order, the lighting is malfunctioning, the shuttles are no longer running, many buildings have partially collapsed, sometimes on several levels, doctors, nurses, and paramedics are overwhelmed, there are many injured, others are preparing their belongings and gathering to reach the docks. The reality is quite cruel: there will never be enough transportation to evacuate 40,000 people, barely enough to evacuate between 5 and 10,000.

The docks have also been damaged by the quakes and their access has been restricted to essential personnel only. Several ships have detached and are drifting aimlessly in space. The police from Praetorian Security Consulting are blocking access to the docks and trying to disperse the increasingly pressing crowd, by force if necessary. Incidents occur at several levels between the residents and the police, between different groups. Passing through the crowd and the police proves to be an impossible challenge for the PCs. If they want to pass, it will be by force, or by taking an unknown path.

The relay

Doctor Dwight cannot reach Zen Medical. He asks the PCs to go to the nearest communication relay to clear a frequency to contact the corporation, which may be able to find them a way out.

There are four communication relays on each level, the nearest one is on the lower level 200 meters from the PCs' position inside the station. Functional stairs and elevators are congested, but it is possible to use the emergency ladder of a non-functioning elevator or the collapse of a building to descend one level. In both cases, the journey requires a bit of physical effort and caution.

The relay is still functional and the service officials in charge of it are easy to convince or intimidate. All that remains is to succeed in a Normal difficulty Electronics Comm. roll to clear a frequency and allow Doctor Dwight to contact Zen Medical. He must use a specific code and wants to contact Zen Medical alone.

Circumstantial events

During the journey, several optional events related to the situation may occur (it is up to the PCs to react or not):

d6	Event
1	Someone calls for help, one of their loved ones is injured or trapped behind debris.
2	Several people take advantage of the general confusion to attack or steal from one of the Zen Medical employees.
3	The PCs and their charges find themselves in the middle of a looting movement that is ransacking the surrounding stores and burglarizing apartments.
4	The PCs and their charges are confronted by several members of a local gang who see the scientists as good passes to leave the planet.
5	The PCs and their charges find themselves in the middle of a violent confrontation between two groups, or between the police and a dissident group.
5	Someone on edge reacts foolishly and violently to the situation and seriously injures one of the Zen Medical employees (not Dwight or Strayton).

KEEPERS INFORMATION 14

Betrayal

As the PCs found refuge at the nearest communication relay, Praetorian Security Consulting's Commander Korth joins the party and seizes Dr. Strayton.

Strayton, the traitor

The brief rest is over. Dwight has received a response from Zen Medical: they are sending an extraction team that should arrive within a day, but that's not all, they want to talk to the PCs.

The PCs converse with a deep male voice, with some interference and no image. The voice tells them about the package and says that the corporation never sent anything to Dr. Strayton and did not hire the PCs to transport or protect branch employees. Someone else paid them by diverting corporation accounts, and the voice believes it was Strayton. However, she quadruples Strayton's offer to protect employees and recover the suitcase. The suitcase comes from a secret research laboratory where one of Strayton's accomplices stole it.

The voice only has time to specify that under no circumstances should the suitcase be opened before the communication is cut off. A new jolt shakes the station, more violent than the previous ones. A Normal Effort roll must be passed, or 2 HP will be lost.

Commander Korth, first contact

As soon as the shaking stops, the communication screen lights up again. It is Commander Korth (see NPC

description) who speaks directly to the PCs from outside the relay:

> *"Not very clever to hack an official relay. My men will enter now, do not resist, it will be better for everyone."*

Eight heavily armed Praetorian Security Consulting officers enter the relay and immediately launch a flash grenade. They neutralize Zen Medical employees if necessary without killing them and aim at the PCs. Commander Korth is not with them, and Strayton has already been extracted by two officers. Whether or not the PCs surrender, six police officers open fire. The PCs barely have time to take cover as the fight begins and the police have the initiative. Use Preston's profile to play the police officers.

Nautario, Jones, or Dwight can attempt to distract one police officer each, provided they first pass a Fortitude roll to give themselves courage.

At the end of the fight, remind the PCs that Zen Medical has quadrupled their fee to protect employees. The question remains: where to go?

KEEPERS INFORMATION 15

Time For Answers

The PCs and their charges find refuge in an old casino undergoing renovation, which has reinforced doors and a vault. It is then that the scientists provide some welcome explanations.

Where to go? Jon wants to go to Diane's, he still hasn't been able to reach her and is worried, but Nautario has a better idea. He was going to play in a casino that is currently under renovation following too many altercations, at the exit of "the Tower"; it should be empty and provide a good hiding place.

The casino is called the Purple Depth and you simply have to bypass the temporary security systems to enter, passing a Normal difficulty Electronics Systems roll. The place, although under construction, is welcoming: armchairs and sofas, bars, games, new decorations, there are even some drinks and snacks. Enough to relax.

But after being betrayed by Strayton and double-crossed by Commander Korth, the PCs must have countless questions to ask Zen Medical employees. While Rezani and Jones are rather reluctant to talk to the PCs, the others speak freely. It is mainly Dwight who speaks, while the others provide details or comment.

The team reveals to them that while Zen Medical does provide medication, care, and prosthetics to the miners of the station, the corporation is also in charge of a secret project for which they are responsible. About ten years ago, in gallery 16 of the main mine, a living organic material was found in sleep. Their mission was to feed and stimulate it first to awaken and study it, but three years ago, the station's last energy generators gave up the ghost, and as the Colours out of Space produces a tremendous electrical charge, Ceres Metals connected it to the generators and since then it has been supplying the station. There have already been mini-quakes in the past, but nothing noticeable. They were still with the organic Colours out of Space at the time of the attack and it was reacting normally.

They don't know what's in the briefcase, but Dwight is convinced that Strayton – like Korth – has a plan for the organic Colours out of Space in the mine, which does not bode well for the station's inhabitants.



THE ADVENTURE 3

The Purple Depth

The PCs are at the Purple Depth, the casino, with the Zen Medical staff. They certainly suspect that Strayton and Korth are going to the mine, but the latter must first retrieve the suitcase where Strayton hid it.

The PCs then have two choices:

1. Follow Strayton and Korth.
2. Go directly to the mine to get a head start and wait for them there.

One of the doctors or the technician from Zen Medical (your choice) receives an audio report on their maintenance terminal, connected to the intra-lunar Colours out of space in the mine. This communication disrupts all nearby devices. The audio report is incomprehensible, it's a mixture of undefined and cavernous noises, on the edge of audibility. A successful Normal difficulty Listen roll allows them to hear a sort of voice hidden behind this sonic chaos. A successful Normal difficulty Listen roll isolates the voice, which turns out to be deep and fragmented:

> *"Br...ing the pack...age to save your lives...save Mimas."*

It's easy to understand that the Colours out of space has just offered them a deal: the suitcase in exchange for the lives of the station's inhabitants. If the PCs don't think of it, Nautario tries to find previous communication traces from the same source and discovers that the Colours out of space had already contacted Dr. Strayton's terminal in the past, several times in recent months. None of them were aware of it.

KEEPERS INFORMATION 16

Mining Distribution Center

All of the station's mines are connected to this center, the true labor heart of Saturn-I. A mandatory passage to descend into the mines.

Branches of airlocks and lunar cavities are arranged here, which include the mining control center, the rest quarters of the miners, numerous warehouses of mining equipment, survival – oxygen reserves, spacesuits, lamps, etc. – and raw materials extracted from the mine.

It's a place that looks like a beggar's court, where many informal markets have sprung up in cramped places here and there. Improvised shops and stalls were set up decades ago and have been passed down from generation to generation, so much so that clans have formed within the different mining branches, driven by ancestral rivalries. Strikes are frequent and violent, and they only stop when one clan gains the upper hand over the others and negotiates with "the surface" to restart mining and production. The trendy clan is actually a lower-level gang that has asserted itself in the mine, the Cappello Nero gang. It is a very different world from the intermediate levels, and even the lower levels; a world where the law of Praetorian Security Consulting has long lost its authority.

The population that resides on a daily basis in the mining center is also different in many ways: used to dust, slightly tanned and pale skin, smaller than the other inhabitants of the station, they cough more than they breathe, and they have developed a barter economy and a specific language for their activities, quite guttural, mixing meaningful words and coughs, difficult to understand for those who are not initiated, but an attentive ear of the PJ could recognize some similarity with the message received from the Colours out of space, thanks to a Normal difficulty Listen roll.

KEEPERS INFORMATION 17

The Box

An isolated location at the bottom of gallery 16 of the main mine, containing the intra-lunar organic Colours out of space as well as the installation that studies and connects it to the station's power generators. The access is hidden and highly secured, only accessible to Ceres Metals or Zen Medical accredited personnel, such as Doctor Strayton. The rest of the gallery has been closed for mining and no miner is authorized to go there.

In the gallery where mining tools are still scattered here and there, at a depth of nearly 650 meters, a fake wall serves as an entrance to a larger cavity lit by pale, blue and green spotlights. In the middle of the cavity, a 5-meter-wide metal cube is connected to a huge network of turbines, measuring and analyzing instruments, and large cables that escape into the rock and rise up to the station. There is a strong static electricity throughout the room. The cube contains the intra-lunar "living" Colours out of space in a kind of basin.

Note: to descend, an elevator is still in operation, or else there is a network of winches, ladders, and stairs.

It is possible to enter the cube through a reinforced door, but one can also observe the Colours out of space from above via a metal platform surrounding the cube, with the upper side of the cube made of transparent glass.

There is only one entrance and no other exit.



KEEPERS INFORMATION 18

Crossing The Quarentine

The PCs descend into the mine to find Strayton, but the journey through the lower levels is not easy.

Small detour

It is impossible to locate Strayton via his personal communicator, as there is too much interference or it is turned off. The PCs may think he has hidden the briefcase either at home or at the branch office. If so, that is where Korth and Strayton must have gone.

The PCs therefore go to these two places. The branch office has been structurally affected by the tremors, and searching through the debris is perilous; it is clear that Strayton did not return there. In Strayton's apartment, the PCs find various information on his computer if they pass a Normal Computer Operation roll, and in his personal papers if they pass a Research roll of Normal difficulty:

- Six months ago, after his sister's death, Strayton wrote that he was contacted by the Colours out of space, which he calls the "creature". She wants something from him.
- Strayton sent several reports to Zen Medical informing them that the Colours out of space were dangerous and poisoning the station's residents, with particularly high radiation measurements, among other things. The only definitive response received from Ceres Metals was that they were studying the issue.
- Strayton then contacted Commander Korth of Praetorian Security Consulting to urge him to act against the "creature". The latter let it slide,

taking Strayton for a crazy person, but secretly put his computer under surveillance.

- Strayton stole, with the help of an accomplice, a prototype of a radical biological poison from a secret Zen Medical laboratory.
- Strayton or someone else has recently been in the apartment. The briefcase is no longer there.

Quarantine

Shortly before the PCs arrive in the lower levels, a quarantine is declared for the thirteen lower levels. Transports are blocked, entrances and exits are closed, Praetorian Security Consulting officers prevent people from leaving or entering, families and friends are separated. The first consequences of the tremors are beginning to be felt: emergency lighting replaces the usual lighting, when it is not makeshift lighting; the oxygen level has already dropped significantly, and even more so in the lower levels where air escapes through many fissures into the interior of the moon.

Note: If Sergeant Preston was not previously killed or seriously injured, he is in charge of the quarantine.

The PCs have only a few hours to find a way to cross the lower levels and reach the mine before the oxygen runs out. There are several possible routes:

- take an elevator cage or old winding conduits while evading Praetorian Security Consulting men;
- find a shuttle and repair it (consider a chase with Praetorian Security Consulting forces);
- walk down the thirteen lower levels, facing the population;
- find a way to access the export docks and from there, descend to the mining center.

Whatever the PCs decide, if they need a little assistance, they cross paths with Dunnerko and a few Cappello Nero strongmen, also eager to descend to the mining center for more or less the same reasons. The two groups can help each other, and at certain opportune moments put obstacles in each other's way.

The population in the lower levels is already feeling the lack of oxygen and panicking. Praetorian Security Consulting's police force is preventing them from ascending to the intermediate levels. They are trying to break through the barricade or find their way to the mining center, but the six elevating bridges to the mining center are too narrow to accommodate many people at once, and they are also controlled by a detachment of Praetorian Security Consulting forces that delays departures as much as possible, citing possible malfunctions due to the tremors.

In this climate of uncertainty and fear, the PCs, who appear to be mercenaries, can easily become the target of several violent groups during their crossing of the lower levels and on the boarding area for the mining center. If Dunnerko accompanies them, he can easily turn the crowd to his advantage against the PCs, making them appear to be allies of Praetorian Security Consulting. The PCs will have to either blend in with the crowd or convince it, Dunnerko, and Praetorian Security Consulting's police force of the validity of their intentions in order to pass.

Corporal Douglas of Praetorian Security Consulting, stationed at the elevating bridges, is overwhelmed by the situation. There have already been serious injuries and deaths are imminent. He does not want the situation to escalate and be his fault. By passing a Normal difficulty Persuasion or Fast Talk roll, the PCs can easily convince him to help the population rather than hold them back by force. However, they will have to deal with a few soldiers who are loyal to Commander Korth and will not tolerate Corporal Douglas changing orders. If the PCs are particularly successful in opening Corporal Douglas's eyes, he may lend them a police shuttle to reach the mining center without having to wait for the next elevating bridge to arrive.

KEEPERS INFORMATION 19

A Wounded Commander

The PCs have arrived at the bustling mining center, where the miners and staff are trying to contact their families, some are going up the elevation bridges or towards the export docks, while others secure the oxygen reserves and repair backup generators. Meanwhile, the gangs are seizing as many resources as possible for their own benefit.

As the PCs arrive at the mining center, they are met with the smell of battle. The caverns are filled with angry agitation. The PCs question the miners on site and soon discover that there was a fierce altercation at the control center entrance between Commander Korth and his men on one side and the Cappello Nero on the other. They opened fire in the crowd, leaving ten dead and as many wounded. Korth and his men have taken refuge in the besieged control center. Nobody knows where Dr. Strayton is.

When the PCs arrive at the control center, the gunfire has stopped. About fifteen heavily armed Cappello Nero control the exit and point their guns at the already blackened facade of the center from the battles. If Dunnerko is with the PCs, he can negotiate with the Cappello Nero in their presence.

If the PCs try to contact Commander Korth, he refuses to come out, surrender, or even talk (he pretends that Dr. Strayton is still with him). A few shots confirm his refusal if necessary. However, if the PCs succeed in a Normal difficulty Persuasion roll, Commander Korth agrees to let them in, and only them, but under close surveillance and with their weapons surrendered.

They find Commander Korth wounded in the abdomen, surrounded by his non-commissioned officers and a nurse, but there is no trace of Dr. Strayton. Korth reveals that Strayton took advantage of the altercation with the Cappello Nero to shoot him and flee with the briefcase into the crowd. He may have escaped, or the Cappello Nero may have caught him. This is the moment for the

PCs to learn more about Korth and his intentions if they wish: his background, intentions and motivations.

For Korth, reducing the station's population by condemning the lower levels is an unfortunate necessity for the survival of the station and its other occupants. Space is running out, as is the oxygen. The station's technology is failing and relies solely on an alien creature that poisons and corrupts humans who approach it, including Strayton. Korth believes that Praetorian Security Consulting is there to enforce rules that are beneficial to everyone, even if not everyone is aware of it. Korth's plan was simple: to take control of the Colours out of space by threat, but not to kill it, as he believes that without it, the station will not survive.

He also admits to hiring the assassins who attacked the Zen Medical branch and kidnapped Drs. Kyle and Strayton. He wanted to retrieve the briefcase using Strayton and obtain the code by questioning Kyle.

Whatever the PCs say, Korth refuses to surrender, and he knows that the Cappello Nero will not let him leave without a fight. He suspects that they obey the Colours out of space. He charges the PCs with catching Dr. Strayton and preventing him from killing the creature. This is the moment for the PCs to assert themselves against the weakened Korth by negotiating this service, for example, in exchange for lifting the quarantine on the lower levels. The PCs can also try to deliver Korth to the Cappello Nero or, conversely, help him and his men against the Cappello Nero. If they do neither, and no fighting breaks out, they can leave the mining center without any problems and descend into the mine to track down Dr. Strayton.



KEEPERS INFORMATION 20

Rock and darkness

The PCs descend yet another level. After the lower levels and the mining center, they find themselves inside the mine, gallery 116, on the trail of Doctor Strayton. They must wear respirators or suits with 4-hour oxygen autonomy and equip themselves with lamps and radiation detectors.

Since the gallery has been closed for almost 10 years, the remaining equipment has undergone very little maintenance and control. The place is quite gloomy and there is a greenish glow in the air, which lacks oxygen. Gallery 116 was rich in several deposits of radioactive materials with high energy potential derived from uranium and plutonium. It's best not to linger.

At the entrance of the gallery, the PCs find the equipment of Zen Medical researchers: suits, detectors, lamps, and all the necessary equipment to explore the gallery. A network of ropes has also been installed, which certainly leads to the location where the Colours out of space resides. No communication is audible inside the gallery.

Exploration is difficult. The rock slips or crumbles under the PCs' feet, the rope scrapes their bare hands, visibility is very limited despite the lamps, and the journey seems endless, with little certainty of reaching the right place. In addition, the Colours out of space tries to communicate with them through incomprehensible guttural messages left on their communicators, which echo around them in the gallery.

Don't hesitate to regularly ask the PCs for Hard Effort rolls to continue moving forward, and in case of failure, put them in difficulty: minor injury (2 HP), damaged oxygen reserve or respirator, lost lamp, fall, etc.

During their exploration, a new quake violently hits the station for several seconds, and they are very close to its epicenter. They must succeed in a Hard Effort roll or suffer 6 HP. In case of a critical failure, you can double the damage or even separate a PC from the others by rockslides. The others will then have to find him, or he will have to find his own way out or to rejoin them. If you wish, don't hesitate to add further quakes.

KEEPERS INFORMATION 21

Facing Colours out of space

The PCs find the Box, where the Colours out of Space is imprisoned, and confront Dr. Strayton. A choice is offered to them.

After an hour and a half of walking, the PCs finally reach the end of the rope. Unbeknownst to them, they are in front of the door to the Box. A simple Normal difficulty Spot roll allows them to spot the opening that did not close properly due to the numerous tremors. When the PCs enter, refer to the description of the Box to present them with the surroundings. Dr. Strayton is facing the cube whose armored door he has just opened. He holds the briefcase in his hands and a gun.

The PCs can sneak in quietly by succeeding in a Normal difficulty Stealth roll, or announce themselves. In the first case, they must act quickly, as Strayton is about to enter the cube with the briefcase. In the second case, Strayton turns to them, surprised to find them there. He tries to convince the PCs that they must kill the "creature", that he must do it to save the station's inhabitants, before more innocents die like his sister. If the PCs succeeds in a Normal difficulty Spot roll, they notice that the briefcase has been unlocked.

Strayton will tell that Dr. Rosa Kyle revealed the code to the killers under torture, and that he was there to hear it.

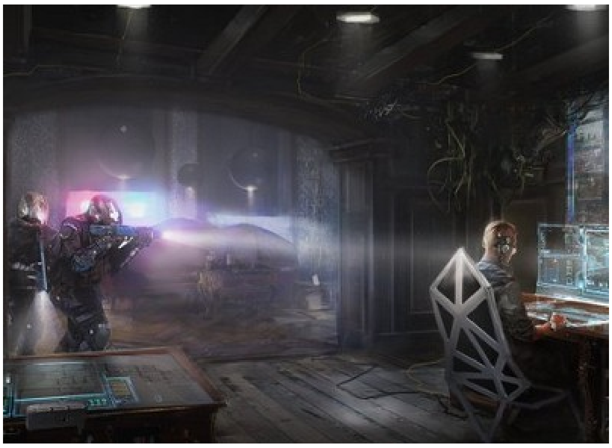
If the PCs succeed in a Normal difficulty Insight roll, they can tell that Strayton is not telling them everything. By insisting a little, they learn from his mouth that he was the one who convinced Dr. Kyle to talk, because he also needed the code, and that they killed her afterward. Strayton feels guilt, he feels responsible for Dr. Kyle's death; it is possible to play on that to reach him.

Strayton will not let the PCs approach him and the cube. He will not hesitate to open fire – although he is a poor shot – and rush inside the cube to release the biological weapon into the roaring blue magma, to kill the "creature". The PCs do not have many choices if they want to stop him:

- shoot him before he enters the cube and potentially kill him;
- create a diversion to reach and subdue him.

If they fail or let him do it, Strayton releases the biological weapon inside the cube, killing the Colours out of Space and himself. If the cube's door is not closed, the PCs are likely to lose their lives. The weapon burns and destroys every organic molecule inside the cube, like acid. There will be nothing left of Strayton or the magma, and then the entire installation will overload and explode in flashes that will escape to the surface. The PCs must succeed in a Normal difficulty Agility roll or take 4 HP damage.

If they succeed in preventing Strayton from releasing the biological weapon, several choices are presented to them (see Loose Ends).



KEEPERS INFORMATION 22

Loose Ends

The PCs have reached the center of the station, they have joined the Box where the Colors out of space was locked up and retrieved the suitcase. But what to do with this package?

- If Dr. Strayton or the PCs release the biological weapon into the cube and destroy the magma, the Colors out of space will be released into the station's electrical circuit and take full control of it, from communications to survival and energy systems. It will no longer be just a battery but the master of those who have used it. However, it has no particular animosity towards humans and doesn't care about them. When it takes control, all station systems are disabled and the Colors out of space analyzes and restarts them one by one, causing a massive reboot of all systems. But this has serious consequences for the station and its occupants, the sudden shutdown of systems kills hundreds of people and the lack of oxygen kills thousands at all levels. Later, the Colors out of space will begin to influence the mind of every living station occupant and indoctrinate them, as it did with the Cappello Nero. The station will become its home, its fortress, and the occupants who couldn't escape, its children and defenders.
- The PCs may also have the foresight to cut all links connecting the Box to the Saturn-I station. Thus, it's possible to release the biological weapon to kill the Colors out of space without it being able to escape and take control of the station. The Colors out of space detects their intention and tries to turn them against each other, sowing confusion in their minds to prevent them from committing such an act. Each police officer must pass a difficult Intuition roll, otherwise, they change their minds, turn against the other PCs, even using violence if necessary.
- If the PCs retrieve the suitcase, they can try to destroy it or return it to Zen Medical according to their mission. In this case, the Colors out of space remains in the Box; Praetorian Security Consulting police are overwhelmed by the population of lower levels taking control of the station, while those from intermediate and upper levels leave aboard transports. The Colors out of space continues to seek a way to free itself, and gradually, its influence spreads throughout the station, without taking control, as it remains limited by its physical form.
- If the PCs retrieve the suitcase and follow Commander Korth's plan, they can negotiate with the Colors out of space for the survival of the station's inhabitants in exchange for its own physical existence. Because the Colors out of space's mind is dual, and one part of it wants to keep its envelope, while the other wants to be free from it. In this case, the Colors out of space manages to restore oxygen and stops causing earthquakes, with the help of the PCs in charge of the Box installation, who must pass a difficult Technical test. Either Praetorian Security Consulting manages to keep control, or the lower levels' population takes over despite the death of many inhabitants, depending on the choice.
- If the PCs retrieve the suitcase and hand it over to Commander Korth, he can carry out his plan. He threatens the physical form of the Colors out of space to exert control over it, exterminates the lower-level population with the biological

weapon, and implements an indefinite state of emergency. Despite the horrors committed, Praetorian Security Consulting once again becomes a reliable security company in the eyes of Ceres Metals.

Of course, other endings are possible, and apart from those that assume the death of the PCs, they are all open to a possible sequel.

EPILOGUE

Three weeks later, amidst the chilling void of space, the "Spectre's Edge," an Ares class destroyer, ominously positioned itself in a sinister orbit above Mimas 601. The mining station, its inhabitants oblivious to their impending doom, fell under the darkened gaze of the starship. In a macabre display of sheer devastation, with an unsettling brevity that defied comprehension, two Death Angel ballistic missiles were mercilessly unleashed, descending upon their unsuspecting target like avenging phantoms. Their impact upon the heart of the station shattered the fragile equilibrium, reducing the once vibrant hub to a grotesque landscape of molten rock and unrecognizable horrors.

From the depths of this infernal cataclysm, an encrypted message, bearing the weight of sinister intentions, materialized on a narrow channel. Sent with calculated malice, it bore tidings of terror, its contents whispered in darkened corners and hidden in the shadows. The communication, intended solely for the clandestine ears of the MiliSci special actions base on Europe, resonated with a foreboding sense of doom:

> *Shadow Vortex over.*
>
> *SAD team alpha, signing off.*

These chilling words carried the echoes of an insidious force unleashed, heralding a name synonymous with unbridled terror and unstoppable annihilation. The Shadow Vortex had manifested its malefic presence, leaving naught but ashes and despair in its wake.

THE END.

APPENDIX A: DRAMATIS PERSONAE

Statistical profiles are gathered here to enable the GM to copy or print out these pages separately to provide a handy reference when running this chapter.

DR KARL LEWIS STRAYTON

Scientist, Aged 48.

A researcher in molecular and genetic medicine, not very talkative, with an air of a top student. The man wears a stylish suit under his lab coat and stylized glasses. He has a slightly balding head and well-rounded cheeks. He seems reserved and particularly shocked by recent events but shows great gratitude for his rescue.



STR:	09	Move:	8
CON:	12	HP:	22
SIZ:	10	Dex SR:	2
INT:	17	DB:	+0
POW:	10	SAN:	30
DEX:	13		
APP:	11		
BRA:	11		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	20	+0	1d3+db
HK45 Pistol	3	30	+0	1d10+2

Skills:
Data Analysis 50%; Medicine: 70%; Biology: 80%; Chemistry: 60%; Genetics: 70%; Research: 70%; Persuade: 30%; First Aid: 30%.

Notes:
Strayton remains very secretive and doesn't want to reveal anything to the players about the briefcase and his role in this story. Strayton is convinced that the strange organic matter inside the mine has poisoned his sister.

DUNNERKO

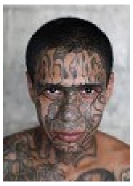
Gang Leader, Aged 36.

Dunnerko always has a trick up his sleeve, a scheme, a piece of information, or a way of applying pressure to get out of trouble.

Dunnerko is a member of the Cappello Nero, a gangster involved in all kinds of seedy business on the station. He is enthusiastic and hyperactive, but also a bit annoying. He has long black synthetic hair, a sly smile, a shrunken round head, and various metal and computerized objects on him. He is armed with a retractable baton.

Dunnerko is the complete opposite of a respectable and upright individual; everything he does is for his own benefit, and betrayal is his natural companion. He is scheming for the Cappello Nero, a gang in the lower

levels dealing in "celestial" drugs, and he wants to take possession of the briefcase for some obscure reason.



STR:	10	Move:	8
CON:	12	HP:	23
SIZ:	11	Dex SR:	2
INT:	13	DB:	+0
POW:	09	SAN:	30
DEX:	14		
APP:	09		
BRA:	15		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Brawl	1	40	+0	2d3+db
HK45 Pistol	3	40	+0	1d10+2

Skills:
Fast Talk: 60%; Sleight of Hand: 50%; Persuade: 50%; Sneak: 50%; Spot Hidden: 50%; Intimidate: 40%; EVA: 30%; Law: 30%.

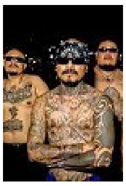
Notes:
Dunnerko has lost favor with the Cappello Nero, and retrieving the briefcase is his last chance to save his skin. The PCs can easily manipulate him and gain his support by using this to their advantage.

CAPPELLO NERO LOCAL THUGS

The Scum of Mimas 601

Henchmen with expeditive methods, affiliated with the Cappello Nero gang, which is influential in the lower levels. These strong-arms are not choir boys, they serve their boss, mock their victims, and get the job done. They are recognizable by the metallic blue tattoos that cover their skin on their arms, chest, and head. Each henchman has their own tattoos, but some patterns like fire, smoke, or a starry dragon are recurrent. Several of them have military-grade prosthetics.

They rarely operate in the intermediate levels, but this time the mission seems of the utmost importance. As for the lower levels and the mining center, they are their home. Cappello Nero's strong-arms inflict 4 HP when they take action.



STR:	13	Move:	8
CON:	12	HP:	24
SIZ:	12	Dex SR:	2
INT:	11	DB:	+1D4
POW:	09	SAN:	30
DEX:	14		
APP:	10		
BRA:	12		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	20	+0	1d3+db
HK45 Pistol	3	30	+0	1d10+2

Skills:
Stealth 40%; Intimidation 60%; Persuasion 45%; Streetwise 55%; Law 20%.

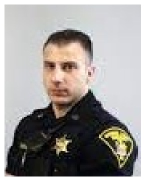
Notes:
The men and women of the Cappello Nero consider themselves as "watchers" and "survivors". They have experienced a new disease and have come out alive. They believe in a protective moon spirit, which is actually an influence of the Colors Out of Space on their minds. They will be particularly hostile towards the players if they show hostile intentions towards the Colors Out of Space.

SERGEANT PAUL PRESTON

Praetorian Security Consulting Officer. 38 year-old ex PMRC.

Preston exudes a certain authority, and a single call from him is enough to summon all the Praetorian Security Consulting patrols in the sector. He is an experienced and professional paramilitary soldier, very talkative and close to his men. His face is square and battered, his beard finely trimmed and his hair slicked back. He wears a Praetorian Security Consulting uniform that is tight and without a single crease.

Preston enjoys talking, probing, and turning his interlocutors' minds, a real ferret. He is a man of action first and foremost, and he commands the respect of his men.



STR:	12	Move:	8
CON:	15	HP:	28
SIZ:	13	Dex SR:	2
INT:	12	DB:	+1D4
POW:	13	SAN:	50
DEX:	14		
APP:	11		
BRA:	14		

Armour:
Personal Body Armor 4AP.

ATTACKS:	ROF	A%	PV	DAM
Close Cmbt	1	60	+0	2d3+db
Knife	1	55	+0	1d4+2+db
ACR	3/5/10	65	+0	2d8+2

Augmentations:
Smartlink (Cyber).

Skills:
Demolitions 50%; First Aid 50%; EVA 50%; Stealth 50%; Survival 50%; Interrogation 45%; Leadership 45%.

Notes:
Sergeant Preston is Commander Korth's right-hand man and has his full trust. He has been operating on Saturn-I for 15 years now and knows all its secrets, every nook and cranny.

PSC SOLDIERS

Strong Arms of Mimas 601

Paramilitary soldiers who are highly trained in combat and tactics. They are fiercely loyal to their commander and follow his orders without question. They are well-equipped and their training and experience make them a formidable force to be reckoned with. They operate efficiently and with precision, and they are able to adapt quickly to changing situations. Under Preston's leadership, his men are a force to be feared and respected on Saturn-I.

STR:	12	Move:	8
CON:	14	HP:	27
SIZ:	13	Dex SR:	2
INT:	11	DB:	+1D4
POW:	12	SAN:	50
DEX:	12		
APP:	10		
BRA:	13		

Armour:
Riot Body Armor 4AP.

ATTACKS:	ROF	A%	PV	DAM
Close Cmbt	1	60	+0	2d3+db
Knife	1	55	+0	1d4+2+db
ACR	3/5/10	65	+0	2d8+2

Skills:
Demolitions 50%; First Aid 50%; EVA 50%; Stealth 50%; Survival 50%; Interrogation 45%; Leadership 45%.

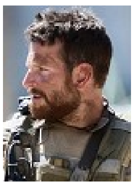
COMMANDANT KORTH

PSC Commander. 45 year-old ex Military.

Korth has extensive combat experience, and an injury never reduces his physical abilities before the end of the fight. Determined and cunning, Korth is a trained military man who has been both a mercenary and a member of special forces. With a fairly average height and build, black beard, various scars, high forehead, and an impressive constitution, Commander Korth has everything of a fighter you don't want to face. His gaze pierces you as well as his bullets.

He wears a fairly sturdy tactical armor, wields an assault rifle, a service pistol, and a hunting knife. He is not an opponent to be underestimated. Korth always honors his contracts and intends to complete his mission for Praetorian Security Consulting.

STR:	17	Move:	8
CON:	16	HP:	31
SIZ:	15	Dex SR:	2
INT:	12	DB:	+1D4
POW:	13	SAN:	55
DEX:	14		
APP:	11		
BRA:	16		



Armour:
Riot Body Armor 6AP.

ATTACKS:	ROF	A%	PV	DAM
Close Cmbt	1	60	+0	2d3+db
Knife	1	55	+0	1d4+2+db
IMI-V	3	55	+0	1d10+1d6
ACR	3/5/10	65	+0	2d8+2

Augmentations:
Earware (Cyber), Eye Light System (Cyber), Smartlink (Cyber).

Skills:
Athletics 50%, First Aid 40%, Intimidate 70%, Leadership 60%, Navigate 40%, Survival 50%, Tracking 50%, EVA 50%.

Notes:
Korth and Praetorian Security Consulting have long lost control of Saturn-I but do not admit defeat. Praetorian Security Consulting no longer trusts Korth, and he seeks to regain their favor and restore his reputation as a ruthless professional. Praetorian Security Consulting believes that the main problem is the population of the lower thirteen levels, which engages in informal and illegal activities outside of any control and thus challenges their police force and authority. Saturn-I has a very bad reputation, which harms the success of Praetorian Security Consulting.

Korth intends to regain control by appropriating the organic Colours out of space located in the mine and supplying the station, in order to cut off power to the lower levels and lock them down, leaving the miners in the mine and trapping the rest of the population.

THE STAFF OF ZEN MEDICAL:

The five surviving staff members include a secretary, a technician-engineer, and three doctors.

- Jon Prowler (secretary): a young man with a very attractive physique, black hair, and he wears a cheap yet elegant suit on his person and always carries a backpack and a briefcase full of equipment, in addition to a large communicator. A bit naive and impressionable, he is very attached to his work and only talks about his girlfriend, Diane.
- Sean Nautario (engineer): a specialist in bionic prostheses, around forty years old, with messy red hair, he is not very talkative and is constantly tinkering with a device or reading new theories about the latest technologies.
- Dr. Nassia Rezani: a woman in her fifties, with an aquiline nose, deep green eyes, long flowing hair, she is a specialist in genetic manipulation and is passionate about extraterrestrial life forms, even bacteriological ones.
- Dr. Kelly Jones: younger than her colleague, with red hair, dressed for fieldwork, very energetic and professional, she has several degrees in general medicine, body medicine, and occupational medicine.
- Dr. Antoine Dwight: the team leader, with degrees in molecular biology and astrophysics,

he is an athletic man with a square face and a hard gaze, but he generally shows himself to be pleasant and modest.

None of them have family on the station. The three doctors have worked for Zen Medical for at least 15 years and have been on the station for at least 3-4 years.

Notes:
These NPCs do not represent a threat as such, but they share a heavy secret together: the possibility of intra-lunar life. Prowler and Nautario are not supposed to know, but in fact, they do.

COLOURS OUT OF SPACE

Life Force Feeders

The Colours out of Space is the discovery of miners and scientists from Zen Medical in Gallery 16 of the main mine, 10 years ago. The possibility of alien life and the main source of energy for Saturn-I. The Colours out of Space has the appearance of boiling magma interspersed with black filaments that act like nerves. Originally perfectly gray, it has taken on blue and green hues over the years. It seems particularly sensitive to light and feeds on it, like a plant with the sun.

It is connected to cables and turbines that drain its energy. Flashes of electricity run through it and are ejected with a deafening roar. Until the beginning of the scenario, it had only communicated with Dr. Strayton, urging him to steal the briefcase and bring it to her. Sensing the intentions of the PCs, it calls on them in the introduction of the scenario to give them the same order. Its influence on the population of the mining center and the lower levels is undeniable. Their health has deteriorated significantly over the past three years, as if the Colours out of Space feeds on their life energy.

STR:	1D6*	Move:	12 pouring/20 flying
CON:	N/A	HP:	N/A
SIZ:	= POW	DB:	+0 (average)
INT:	14		
POW:	2D6**		
DEX:	19		
HF:	0/1D4 SAN to encounter a colour; 1/1D8 SAN to see a victim of a colour.		

*Per 10 POW or fraction thereof.
**base amount, which then increases as a Colour feeds

Armour:
- None.
- invulnerable to physical attack.
- Vulnerable to magic.
- strong magnetic fields, which can imprison it.

ATTACKS:	A%	DAM
Feed	85%	1D6 + characteristics loss
Mental Attack	100%	1D6 Magic Points + 1D6 SAN
Disintegrate	100%	damage physical disintegration

Notes:
The Colours out of Space is incomprehensible to the human mind, even the most scientific. It is animated by a simple and powerful will to survive, but can project its thoughts without any physical limitation, even across time. It is a millennia-old parasite that feeds on its immediate environment and other forms of life. It wants someone to inoculate it with the biological poison contained in the briefcase to destroy its physical envelope, this gray magma, and allow it to fully convert into the station's electrical network to take full control.

It is the one causing the tremors that shake the station, disturbed by the increasingly close presence of the package, as its physical part also has a strong will to survive. If the PCs investigate the origins of the Cappello Nero and their leader, they will not find much, only traces of strange communications. Their leader seems to be a ghost who communicates only through audio messages. In reality, it is the Colours out of Space that is behind this gang, but its members have become so loyal that they will refuse to destroy it, even though it is its will.



APPENDIX B: SAMPLE PREGENS

The following pages describe five pre-generated player characters for this scenario. One of the PCs (Holroyd) is a Company android and normal android rules apply, see New Horizon core rulebook.

MARCUS KANE

Armsman, Age: 32

Born into a military family, this armsman honed their combat skills from a young age. Seeking a life of adventure beyond the constraints of the military, they became a freelance mercenary.

Armed with extensive training in various weapons and combat tactics, the armsman is a formidable force on the battlefield. Their expertise lies in close-quarters combat, specializing in hand-to-hand combat and wielding an assortment of melee weapons. Disciplined, efficient, and unwavering in their loyalty to their comrades, the armsman brings a fearsome presence to any mission.

STR:	13	Move:	3
CON:	14	HP:	27
SIZ:	13	Dex SR:	3
INT:	11	DB:	+1D4
POW:	10	SAN:	50
DEX:	15		
APP:	13		
BRA:	15		

Armour:
Riot Body Armor 6AP.

ATTACKS:	ROF	A%	PV	DAM
Close Cmbt	1	75	+0	2d3+db
VP78 Pistol	3	40	+0	1d8+1
ACR	3/5/10	65	+0	2d8+2

Augmentation:
Eye Light System (Cyber), Smartlink (Cyber).

Skills:
Alertness: 55%, Dodge: 50%, Athletics: 45%, First Aid: 40%, Stealth: 35%, Survival: 30%.

AVA NOVA

Astrogator, Age: 28

Formerly a skilled starship pilot, the astrogator transitioned into the world of mercenary work after a personal tragedy. Their deep knowledge of celestial navigation and interstellar travel makes them an invaluable asset to any mercenary crew.

With a keen intellect and a meticulous approach, the astrogator possesses a unique set of skills. They can plot precise courses through space, calculate complex astrogational calculations, and navigate through dangerous asteroid fields or nebulae. Alongside their piloting skills, the astrogator's expertise in space combat tactics adds an extra layer of strategic advantage to the team.

STR:	11	Move:	3
CON:	13	HP:	25
SIZ:	12	Dex SR:	3
INT:	15	DB:	+0
POW:	13	SAN:	65
DEX:	14		
APP:	12		
BRA:	14		

Armour:
Personal Body Armor 4AP.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	35	+0	1d3+db
VP78 Pistol	3	30	+0	1d8+1

Augmentation:
Math SPU (Cyber), Skillsoft (Cyber).

Skills:
Pilot (Spaceship): 80%, Astrogation: 75%, Electronics (Navigation Systems): 60%, Science (Astronomy): 55%, Repair (Starship Systems): 50%, Navigation: 45%, Gunnery: 40%.

VIKTOR STONE

Bodyguard, Age: 36

Trained in elite security forces, this bodyguard made a name for themselves protecting high-profile individuals. Seeking more excitement and independence, they turned to a career as a mercenary bodyguard, specializing in personal protection.

The bodyguard possesses a blend of physical prowess, sharp reflexes, and a keen eye for potential threats. They excel at risk assessment, threat mitigation, and close protection techniques. With their heightened situational awareness, they ensure the safety of their clients in any environment, employing a combination of hand-to-hand combat skills, defensive tactics, and cutting-edge protective gear.

STR:	13	Move:	3
CON:	15	HP:	28
SIZ:	13	Dex SR:	3
INT:	12	DB:	+1D4
POW:	11	SAN:	55
DEX:	14		
APP:	11		
BRA:	17		

Armour:
Riot Body Armor 6AP.

ATTACKS:	ROF	A%	PV	DAM
Close Cmbt	1	70	+0	2d3+db
VP78 Pistol	3	50	+0	1d8+1
ACR	3/5/10	50	+0	2d8+2

Augmentation:
Earware (Cyber), Gyroscopic Stabilizers (Cyber).

Skills:
Alertness: 70%, Dodge: 65%, First Aid: 60%, Stealth: 55%, Spot Hidden: 50%, Listen: 45%, Insight: 40%.

SCARLETT REED

Hacker, Age: 25

A prodigious computer prodigy with a knack for exploiting digital systems, this hacker honed their skills in the shadows of cyberspace. Drawn to the lucrative world of mercenary work, they offer their services to the highest bidder.

Equipped with an encyclopedic knowledge of programming languages, network security protocols, and cutting-edge hacking tools, the hacker is a master of intrusion and data manipulation. Their ability to breach secure systems, gather critical information, or disable enemy defenses provides the team with invaluable advantages. Skilled in evading detection and covering their digital tracks, the hacker is a technological force to be reckoned with.

STR:	10	Move:	3
CON:	14	HP:	24
SIZ:	10	Dex SR:	3
INT:	16	DB:	+0
POW:	13	SAN:	65
DEX:	12		
APP:	14		
BRA:	13		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	25	+0	1d3+db
VP78 Pistol	3	30	+0	1d8+1

Augmentation:
Skillwire Expert System (Cyber).

Skills:
Computer Use: 80%, Electronics (Security Systems): 75%, Programming: 70%, Science (Cybersecurity): 65%, Lockpicking: 60%, Sneak: 55%, Persuade: 50%.

DR. ETHAN MARSHALL

Field Medic, Age: 40

Trained as a combat medic in a military organization, this field medic found their calling in providing critical medical support in the chaotic world of mercenaries. Their expertise in emergency medical care and battlefield triage is unmatched.

The field medic is a lifesaver on the front lines, armed with extensive knowledge of trauma medicine, emergency surgeries, and field treatments. They excel at stabilizing injured comrades, administering life-saving treatments, and evacuating wounded personnel under fire. Equipped with advanced medical technology, they can quickly diagnose injuries, manage pain, and enhance the team's survivability in the face of adversity.

STR:	12	Move:	3
CON:	12	HP:	26
SIZ:	14	Dex SR:	3
INT:	15	DB:	+1D4
POW:	11	SAN:	55
DEX:	14		
APP:	10		
BRA:	12		

Armour:
Personal Body Armor 4AP.

ATTACKS:	ROF	A%	PV	DAM
Close Cmbt	1	40	+0	2d3+db
VP78 Pistol	3	45	+0	1d8+1
ACR	3/5/10	40	+0	2d8+2

Augmentation:
Skillwire Expert System (Cyber).

Skills: ,
First Aid: 80%, Medicine: 75%, Surgery: 70% Science (Biology): 65%, Pharmacy: 60%, Insight: 55%, Spot Hidden: 50%.

APPENDIX C: HANDOUTS

INVESTIGATORS HANDOUT 1

Saturn (Sol VII)



Orbit Radius	10.1 au
Type	Gas Giant
Density	0.125
Diameter	120,530 km
Gravity	0.91 G

ATMOSPHERICS / ORBIT

Atmosphere	Dense
Pressure	1.38
Composition	Hydrogen/Helium/Methane
Orbital period	29.46 years
Rotational period	10 hrs 32 min

WATER

Water	None
% water	0
% ice	0
% clouds	100

TEMPERATURE / SATELLITES

Polar	-189°C
equatorial	-139°C
Satellite	79

UNUSUAL FEATURES

Cloud cover.

MINERAL RESOURCES

Metal ore	?
Radioactive ore	?
Precious metal	?
Raw crystal	?
Precious gems	?

Description:

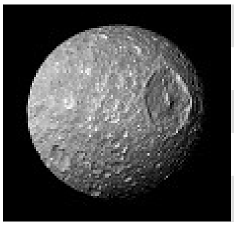
Behold, the grandeur of Saturn, a majestic gas giant akin to Jupiter, yet possessing its own mesmerizing attributes. While Saturn shares the distinction of being a gas giant, its ethereal essence is subtly distinguished. Its density, meager in comparison, sets it apart, and its radiation belt, a mere echo of Jupiter's tempestuous fury. Saturn, however, compensates with a mesmerizing spectacle of rapid rotation, defying its voluminous dimensions. Within its tempestuous bosom, turbulent internal weather wreaks havoc, as winds howl at an astounding velocity of 1,800 kilometers per hour. Beyond its frigid exterior, a realm of unimaginable heat lies concealed, radiating a magnificent energy, surpassing two and a half times the solar influx it receives.

Venturing forth beyond the treacherous boundaries of the Asteroid Belt and the expansive orbit of Jupiter, lies the heart of humanity's newfound frontier – Saturn. Its resplendent rings serve as celestial signposts, guiding intrepid souls toward the moons that harbor nascent civilizations. Within this realm of possibilities, the audacious and ingenious find fertile ground to prosper. Thriving industries, manufacturing prowess, mining ventures, and a blossoming tourism sector lay the foundation for a vibrant economy. Yet, the true jewel in Saturn's crown is its gift of sustenance – agriculture. In a delightful twist of fate, the planet named after the Roman god of the harvest, delivers on the promise of its namesake. Saturn has evolved into the breadbasket of the outer planets, nurturing the sustenance that fuels the celestial realm.

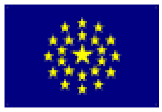
Amidst the celestial ballet of Saturn's orbit, we find the illustrious Cassini Station, an orbital bastion nestled within the planet's gentle embrace. Constructed meticulously between the years 2176 and 2180, this technological marvel stands as a haven in low Saturn orbit. It serves as a gateway to the stars, facilitating the endeavors of nuclear-powered winged SATVs that gracefully descend into Saturn's atmosphere, diligently harvesting He-3 from the floating mining aerostats. As these valiant craft collect hundreds of tons of this coveted resource, awaiting tankers dock with the station to whisk away the precious cargo, escaping Saturn's formidable gravitational pull. Cassini Station, a cylindrical marvel spanning a staggering 250 meters in length and 40 meters in diameter, operates predominantly under the watchful guidance of advanced artificial intelligences. However, a dedicated human crew of 50 individuals ensures the harmonious synergy of human ingenuity and technological prowess. Owned by Proxima Incorporated, this cosmic haven also serves as a sanctuary for scientific inquiry into the enigmatic secrets of Saturn. Its illustrious staff comprises esteemed researchers hailing from various prestigious universities, united in their pursuit of celestial enlightenment.

INVESTIGATORS HANDOUT 2

Orbit 6: Mimas Class 3 Colony



Orbit Radius	185 540 000 km (0.722 AU)
Type	Rock
Density	1.0
Diameter	396 km
Gravity	0.0065 G



ATMOSPHERICS / ORBIT

Atmosphere	Vacuum
Pressure	0
Composition	None
Orbital period	22.6 hours
Rotational period	22.6 hours

TEMPERATURE / SATELLITES

Polar	-209°C
equatorial	-209°C
Satellite	0

UNUSUAL FEATURES

Tidally locked

WATER

Water	Ice sheet
% water	0
% ice	18
% clouds	0

MINERAL RESOURCES

Metal ore	33
Radioactive ore	0
Precious metal	5
Raw crystal	0
Precious gems	0

Description:

Mimas, also designated Saturn I, is the sixth moon of Saturn. With a diameter of 396 km, it is the smallest astronomical body that is known to still be rounded in shape because of self-gravitation. However, Mimas is not actually in hydrostatic equilibrium for its current rotation.

The surface area of Mimas is slightly less than the land area of Spain or California. Mimas's most distinctive feature is a giant impact crater 130 km across, named Herschel after the discoverer of Mimas. Herschel's diameter is almost a third of Mimas's own diameter; its walls are approximately 5 km high, parts of its floor measure 10 km deep, and its central peak rises 6 km above the crater floor. Although Mimas is heavily cratered, the cratering is not uniform. Most of the surface is covered with craters larger than 40 km in diameter, but in the south polar region, there are generally no craters larger than 20 km in diameter.

INVESTIGATORS HANDOUT 3

Mission order #1

```
Mission Order:
Encryption Protocol: Quantum-9X

Decryption Key Required

Decryption Key: X3Q7R-9D4G2-P1L5Z

Decrypted Text:
Target: Doctor K.L. Strayton
Destination: Saturn-I, Zen Medical branch, intermediate level 4

Directive 1: Deliver the package without delay.
Directive 2: Maintain utmost secrecy; the briefcase must remain sealed at all times.
Directive 3: Exercise absolute discretion during the mission.
Directive 4: Payment terms: One third to be transferred prior to mission commencement, remaining two thirds upon successful completion.

End of Transmission
```

INVESTIGATORS HANDOUT 4

Mission order #2

```
Mission Order:
Encryption Protocol: Omega-7Z

Decryption Key Required

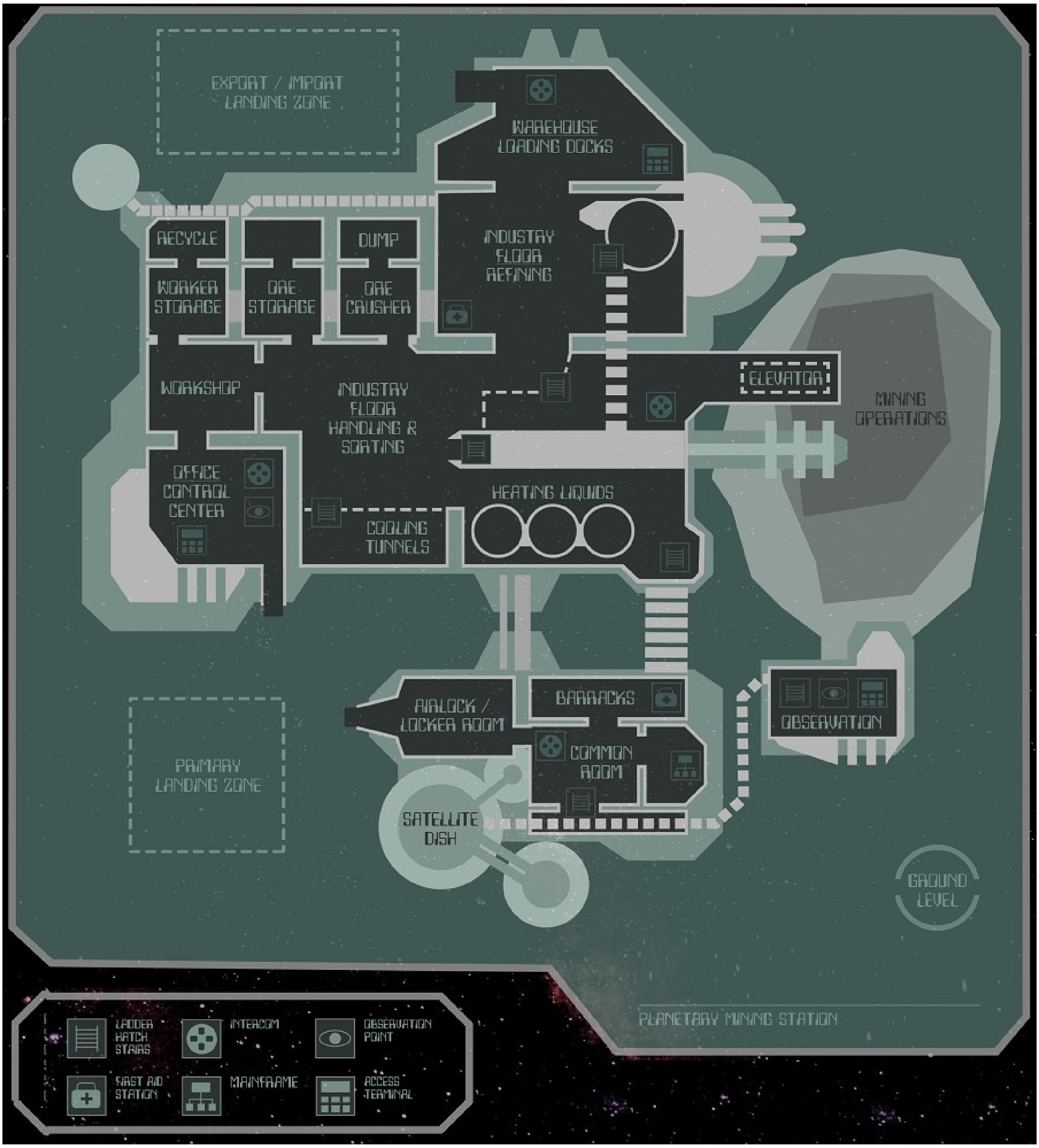
Decryption Key: M8A9N-3O2R6B-5E1L4

Decrypted Text:
Objective: Personnel Protection
Location: Mimas 601, Zen Medical facility

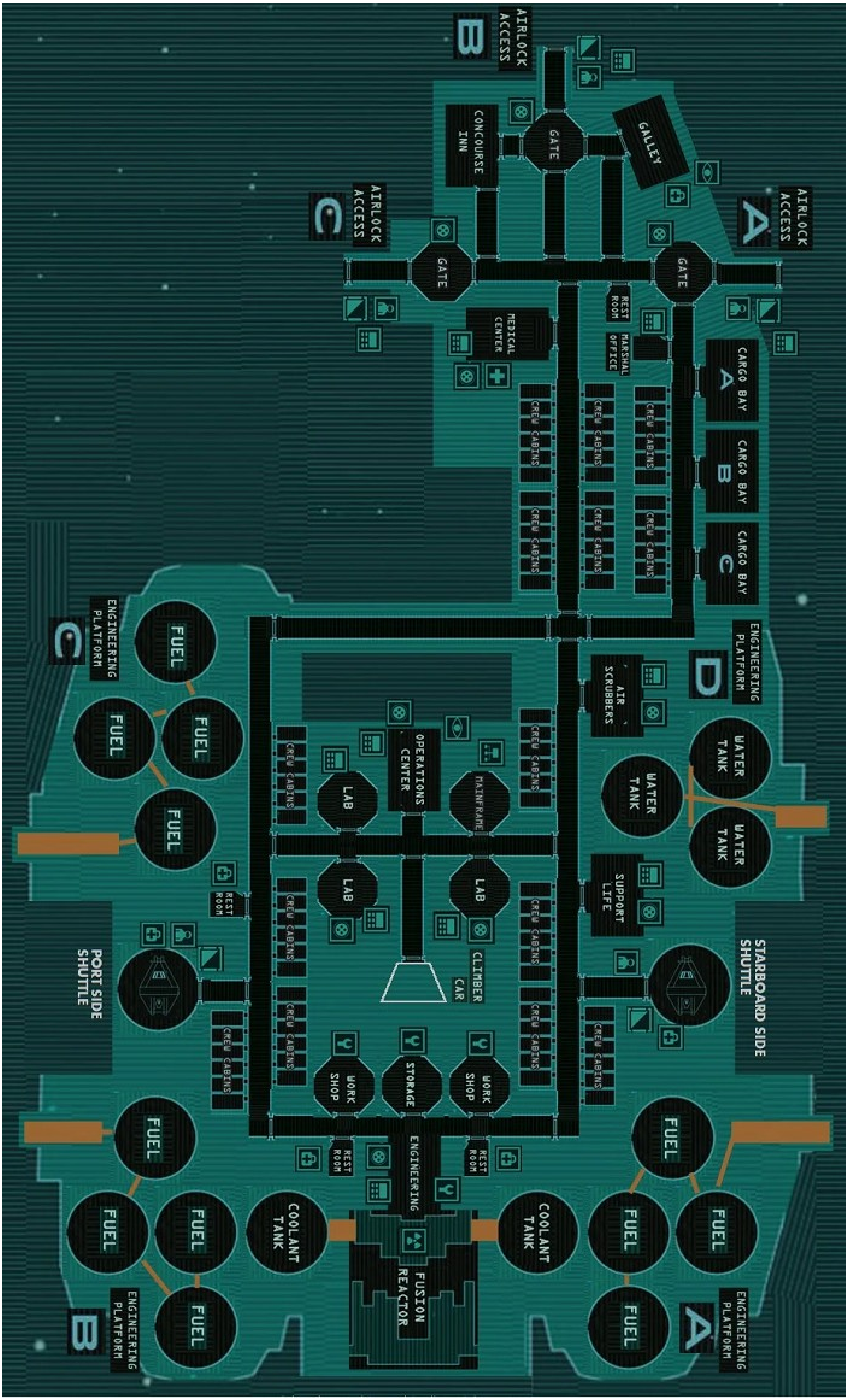
Directive 1: Ensure the safety and security of Zen Medical personnel at all times.
Directive 2: Vigilantly guard against any potential threats, including but not limited to attacks, extortion attempts, and industrial espionage.
Directive 3: Maintain a state of heightened readiness until further notice.

End of Transmission
```

MAP 1: MIMAS 601 – UPPER LEVEL



MAP 2: MIMAS 601 – UPPER LEVEL



LOST PARADISE

by Anthony Combrexelle & ChatGPT

This scenario takes place at the fringe of the frontier, at the limits of known space, thousands of parsecs away from the solar system. It takes place in the Terra Nova station, a space installation in low Earth orbit above Cepheus, a planet undergoing terraforming. Therefore, Terra Nova serves as a small traffic spaceport and a "frontier" relay between the planet below (400 km away) and Aurora, the nearest orbital station, three weeks away from here.

KEEPERS INFORMATION 1

Introduction

Lost Paradise is a one-shot scenario. You will probably need two to three sessions or a sleepless night. The scenario is divided into three parts that can be played in three sessions or mixed, transformed, deleted, or modified according to your desires and the actions of the players. Numerous tips run throughout the text so that you can assess the interest or not of each element at your gaming table.

Because, it proposes a scenario like a movie or a short TV series, no sequel is planned, and predefined characters are proposed to play it.

PLAYERS INFORMATION 1

2270 AD

Overpopulated, polluted, and plagued by regular natural disasters, Earth is no more than a distant memory for the characters. Most governments have given way to mega-corporations. These companies are eager for new territories and they have set out into space, seeking to appropriate each planet they discover as they had appropriated each new technological advance.

There are nearly fifty of them sharing the half-thousand known planets and engaging in frank or cold wars in the stars through industrial espionage, heinous accidents, and ruthless mercenaries. The new gold rush at the end of the 23rd century is the space rush. New deposits of minerals and metals are discovered, mines are opened, and colonies are established.

At the "frontier," at the limits of known space, life is harsh. Those who come here know that they will never see Earth again, tens of trillions of kilometers away. If the new planets are the property of the companies that "discover" them, it is increasingly frequent for workers and colonists, the driving forces behind their terraforming, to demand their independence after a few years of work on their surfaces... which does not go without repression from owners and armed protest movements on the ground.

While technology is advanced, everything is geared towards optimizing production, with an oily machining atmosphere where workplace accidents are numerous. In space, the focus is on functionality, economy, sustainability, and efficiency: no high ceilings that would require unnecessary oxygen, no intense light to reduce energy costs, no elaborate décor, but large blocks of solid metals, easy to assemble and clean. The rooms are small and cramped, the corridors narrow and dark. A nightmare for claustrophobics.

It is in this austere, dark, cold, and tense atmosphere that the characters arrive at the Terra Nova station after three weeks of hypersleep.

PLAYERS INFORMATION 2

Proxima Incorporated (Proxima)

A company specialized in terraforming and construction in hostile environments. They are the creators of the Terra Nova station and its owners.

Artificial Life Incorporated (ALI)

A company working in computer science, android creation, and AI research. They are the owners of the OC7 (One Core 7.0) operating system that manages the station's domotics and all the androids working there.

Deware (Deware Corporation)

A private military company specialized in military research and intelligence (research, analysis, industrial espionage).

KEEPERS INFORMATION 2

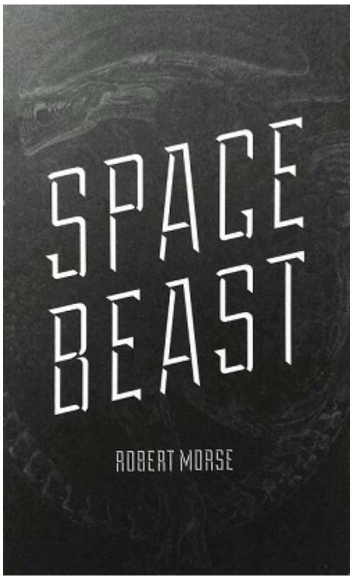
Church of Immaculate Incubation

Not much is known about this fledgling group. Some authorities suspect they might be a splinter faction of the infamous Earthsavers cult. A century-old group originally formed by dreamer and self-proclaimed prophet Duncan Fields, the Earthsavers believed that humanity's sojourn to the stars would herald the apocalypse. Like that long

dead organization, the Church of Immaculate Incubation places heavy emphasis on the apocalyptic dreams of its fanatical seers. They believe the end times are fast approaching, but their spin is that the only survivors will be those who have sought out and achieved transformation to a higher form. This metamorphosis is attained by accepting what they call the Seed of God into their hearts. With few members and nothing to back up their claims, the Church of Immaculate Incubation is essentially harmless. Believing the alien creature in Robert Morse's banned book to have messianic significance to the imminent apocalypse, the Church readily distributes illegal copies of Space Beast throughout the colonies. As they seek to share the dreams of their prophets with their flock, they also actively recruit professional dreamers to their cause. Their enigmatic leader is rumored to be a wealthy man who has forsaken the good life and poured his resources into the Church.

KEEPERS INFORMATION 3

Robert Morse



In 2179, an EEV pod from the errant starship Sulaco crash-landed on Fury 161, bringing some kind of contagion. Rumors suggest it was a rare strain of Cholera. Whatever it was, the convicts stationed there made unauthorized use of the facility's stores of quinitricetyline in an attempt to burn away the infectious agent, accidentally killing several of their own in the process. Weyland-Yutani dispatched the Medical frigate Patna to the planet but were too late to save all but one inmate – Robert Morse.

The story has been sensationalized by Morse's banned book Space Beast, in which he claims that it wasn't a contagion but a hostile organism that was on board the EEV, and that it slew nearly everyone before it was finally put down.

The book gives credence both to talk of monsters and to rumors of Weyland-Yutani experimentation with bioweapons – indicating they were more concerned about securing the creature for further study than saving lives. According to Morse, the hunt to capture the beast had spilled over from the incident on LV-426, and anyone who got in the Company's way was expendable – be they prisoners, soldiers, employees, or even colonists.

Weyland-Yutani has recently put the facility on the market to be sold as scrap, but so far there has been no takers.

KEEPERS INFORMATION 4

Drug Deviance

This is the story of an experimental chemical compound used on test subjects for therapeutic purposes on level 3 of the station, in ALI's "top secret" lab. The compound helps to avoid complications related to organ transplants and has a painkiller effect in addition to causing a euphoric sensation depending on the dosage. In capsule form, this drug, known as "Tedium," sold under the table in the station, causes addiction and overdoses in case of abuse.

Disillusioned Medicine

This is the story of Paul Ballard, a doctor on the station, who, along with a few Cory-type androids, must take care of all the occupants. A colossal task made even more hellish by the increasingly regular Tedium overdoses. A doctor who barely sleeps, who complains of his malaise, who is not listened to by the administration, who tries the famous drug to cope better. Until he loses his grip. Depressed, burned out, the doctor tries to commit suicide with a weapon. "Tries," because Cory 3, his android assistant, stops him. The robot is programmed to save any life and deflects the shot. The bullet pierces the android, which paralyzes it for a few seconds. Unfortunately, this brief moment is enough for the doctor to finish the job by repeating his action, and the security cameras' video recording will prove it later.

After the incident, Cory 3 examines himself and discovers that the bullet damaged some internal wiring and his locking module: the accident disconnected him from the global operating system and his behavioral safety (an internal explosive triggered in case of actions contrary to the implanted program) no longer works. He operates on himself, removes the explosive charge, and discovers himself to be fully autonomous. Cory 3 then realizes the fragility of the human race. In the medical cabinet, he witnessed the pain, depression, agony, and death of men and women. He knows they suffer, drug themselves to avoid pain, and are condemned from birth. Cory 3 decides to free Man from his burden: with the help of his peers, he will help all the occupants of Terra Nova to die. As quickly and painlessly as possible.

However, Cory 3 knows that an engineer from ALI (Sullivan, one of the player characters) is arriving on the next cargo shuttle for a system update. This is false (see Sullivan's "Secret"), but the android has no way of knowing this. He fears that after this update, he will lose his autonomy or the ability to act as he sees fit. He wants to access the network room and reprogram all the androids to bypass their behavioral locks. He must act quickly but wants to wait for the cargo shuttle to arrive to "deliver" as many humans as possible…

Illuminated Belief

This is the story of the Church of Immaculate Incubation, dangerous fanatics who believe in the existence of cosmic deities. Callahan, the guru of this sect, believes that to survive and give thanks to his extraterrestrial masters, humans must evolve, that humans must transform themselves to become... something else. Callahan has studied old texts – it is impossible to know whether they are prophecies, fictional novels, or Xeno-archaeological accounts – and is convinced that these entities have the appearance of octopuses and that we must become "hybrids" of this species to become their worthy servants.

As luck would have it, specimens of an unknown species of black octopuses are being sold on the black market. Callahan sees them as the exact offspring of the entities he worships. The guru commissions Watters, one of his followers stationed at a remote orbital station where he tries to recruit desperate people, to make the transaction with the smuggler and then perform a demonstration before bringing the object back to the cult's headquarters…

PLAYERS INFORMATION 3

Terra Nova Station

Co-funded by the ALI and Proxima companies, Terra Nova is a tubular-shaped installation of nearly 200 meters high, surrounded by a gravitational ring. The station is in orbit around Cepheus, a planet undergoing terraforming. Terra Nova serves as a spaceport for modest traffic and a "border" relay between the nearby planet and Aurora, the nearest orbital station, which is three weeks away.

Population 250 to 300 people occupy the station daily:

- Half are employees (laborers, dockers, maintenance staff, security service, administration, office workers, traders, androids),
- the other half consists of transient people (merchants, families of employees, Proxima workers in transit to Cepheus).

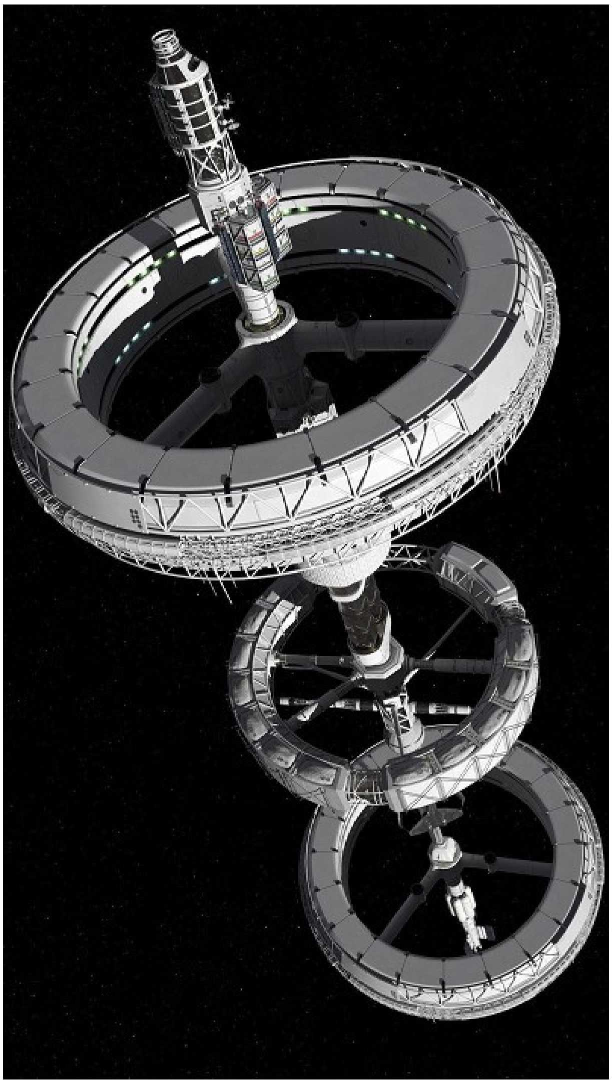
The station is organized on 10 levels, some of which are private or restricted access and others are public (levels 5 to 9). Identity cards scanned upon arrival of each person at the station allow them to be used as a badge: the cards are inserted into CommLinks to allow access to floors based on their assignments, either through elevators or stairs.

Movement

At the center of each level is an imposing hollow pillar. Inside, on one side, two elevators and a staircase provide access to all levels of the station. On the other side, there are toilets and a maintenance room.

CommLinks

Located on each floor at the central pillar and at regular intervals in the station, the CommLink is an internal communication device similar to a retro-futuristic video phone. By inserting their identity card, it is possible to communicate with any CommLink in the station. By paying, via credits available on the card, it is even possible to contact other distant stations. The identity card also allows access to privatized areas if its holder has the required rights.



KEEPERS INFORMATION 5

Identifications

Most of the station's employees have uniforms or suits whose color identifies their affiliation:

- light blue for administrative staff,
- navy blue for the marshal's office,
- white for medical staff,

- green for dockers and handlers,
- beige for workers.

Caps To be able to identify and recognize them from afar, all team leaders wear a cap embroidered with two golden laurel wreaths. Thus,

- Nagata (administrator, absent),
- O'Neil (marshal),
- Aberdeen (medical officer),
- Frost (chief of dockers),
- Bettany (chief of workers)

wear a cap as soon as they move around the station.

KEEPERS INFORMATION 6

Level 1: Communications

This floor, which hums with electronic sounds and a particularly audible ventilation system capable of lowering the temperature of the servers, is dedicated to communications and the Terra Nova operating system.

Several antennas, parabolic dishes and sensors are arranged around the perimeter of the station, allowing communication with Cepheus, the planet below, and Aurora, the nearest station.

The secure terminal allowing access to the heart of the ALI OC7 operating system is located here, at the back of a room traversed by rows of servers.

An assistant to the marshal responsible for security and an engineer from ALI responsible for ensuring the sending and proper reception of communications are present permanently.

Level 2: Proxima Offices

This floor is entirely occupied by the construction company that owns Terra Nova.

Reception

Facing the elevators and stairs, a reception desk allows transit workers to address a secretary while the rest of the floor is completely private.

Offices

About ten study and engineering officers are working hard to analyze the data collected from the Cepheus construction sites to establish new strategies, alternatives to construction problems, but also to perform research and development (R&D) on dedicated equipment (ergonomics of tools and machines, cost/usage).

Equipment, tools, and equipment that can be used as makeshift weapons are either being studied or being repaired: plasma cutters, sonars, electric batons, etc.

- Roll 1d6/2 rounded up to determine how many copies of each are available and in working order.
- Roll 1d6 additional to determine the number of possible uses for each before the equipment becomes unusable.

Level 3: ALI Offices

This floor houses the offices of ALI, which serves as the company's outpost at the edge of known space.

The level is structured into two parts.

Computer room

The first, modest part, contains a computer room where three IT technicians alternate with the employee on level 1 to ensure the supervision of the operating system in Terra Nova, any bug reports, or requests for specific maintenance elsewhere in the station.

Laboratory

The second and main part of the floor is private and dedicated to a high-security laboratory. Here, in the utmost secrecy, half a dozen ALI engineers and researchers work on the Hunter project.

While most of the high-tech devices and niche equipment present in the lab are unknown and unusable by the general public, the refrigerated medicine cabinet integrated into the medical laboratory contains products of interest, including materials for treating injuries as well as Tedium, in the form of a vial for immediate injection or capsules for longer-term treatment (Tedium being created in the lab to improve the lives of test subjects and prevent cybernetic graft rejections).

Technically, Tedium allows the user to regain 1 point of HP per dose but reduces 1 point of an Ability (in priority DEX, then INT, then STR) for 2D6 hours. If it is not used, the HP point disappears at the same time the lost Ability point reappears.

A private airlock allows a small spacecraft to connect directly to this level. ALI uses it to transport equipment and "test subjects" who cannot transit (due to "top-secret" classification) through the cargo holds of shuttles at the spaceport.

Level 4: Business Offices (Third Party)

This relatively austere level is divided into two parts:

Canteen

On one side, a large canteen provides two meals a day to all station employees. It is the preferred gathering place for lunch.

Recycler:
Behind the canteen are the water tanks and a series of imposing machines for purifying wastewater.

Offices

On the other side, several boxes and offices are allocated to private companies (law firms, HR, ...) that wish to set up on the edge of known space, ready to negotiate contracts with Proxima, ALI, or any other party requiring their services at the "frontier."

Meeting rooms:
Two large meeting rooms that can be converted into party rooms or reception halls are also available.

Level 5: Administration

This publicly accessible level is dedicated to the institutions of the station, and more specifically to administration, the marshal's office, the interrogation room, the adjacent cell, and the medical cabinet.

Most of the offices on this level are monitored by cameras for security purposes (the videos are accessible via any CommLink with the correct accreditation level).

Administration offices

Several offices are open to the public and dedicated to station management. The staff consists of a dozen employees.

Yuri Nagata, the chief administrator of Terra Nova, regularly visits the Aurora station where Proxima's headquarters are located to request funds and negotiate contracts for the station. When she is absent, the place is managed by Melvin Akaba, her tired and overwhelmed secretary.

Marshal's office

Ken O'Neil, the marshal, and Jada Jones, his deputy, have an office next to an interrogation room and a large detention cell.

Five deputy marshals take turns between levels 1, 8, and 9.

In the office, an armory (a secure cabinet) contains a few weapons ("smart guns" and tasers). Smart guns have an internal system that makes it easier to aim at a living target (+10% to hit). However, they can only hit living targets (so forget about ships and androids).

- Roll 1D6/2 rounded up to determine how many of each piece of equipment are available and in working order.
- Roll an additional 1D6 to determine the number of remaining ammunition in each weapon before they become unusable.

Medical Cabinet

The station's medical cabinet consists of a small, austere waiting room with four seats facing the secretary's desk, a consultation room that serves as the doctor's office, and an operating room.

In the latter, six bodies can be stored in sarcophagi to serve as a morgue (unclaimed bodies are ejected through the airlock after being blessed by Priest Watters if the patient had expressed such a wish before dying), and a large medicine cabinet contains medical supplies.

- Roll 1D6 to determine how many regenerative patches (+1D3 HP) are available.

Upon searching the cabinet, a small reserve of Tedium pills is found hidden in the back, in sufficient quantity for sustained personal consumption. This reserve belonged to Doctor Ballard.

Three people are in the cabinet: the secretary (during opening hours), the doctor (Aberdeen, Pregen PC), and his android assistant, Cory 3.

Airlock

At the end of a corridor is an airlock with lockers, suits, and equipment for inspecting and repairing the station if necessary. This is where maintenance engineers work.

There are always 6 suits available and a dozen pairs of magnetic shoes with:

- 1D6x10 minutes of oxygen reserve in each.



Level 6: Cabins A

The quietest floor of all, dedicated entirely to the rest of some of the station employees. Around a hundred cabins are stuck together in corridors worthy of a retro-futuristic hotel.

All occupants working on floors 1 to 5 are housed here, which triggers some remarks from level 7 about "a will of social sorting" and a scale of values between the station employees.

Cabins

A typical cabin consists of a bench with a side table, a kitchen area, a bathroom with a shower and toilet, and a separate sleeping area. Storage lockers are integrated into the walls to optimize available space.

A CommLink is available inside and outside each cabin.

The cabins have no windows or glass panes facing space.

Vending machines

Two vending machines for drinks and protein bars are located facing the elevators and stairs.

Level 7: Cabins B

Similar to level 6, this dormitory floor is dedicated to accommodating the employees of the second part of the station. Therefore, it mainly houses a population composed of merchants from level 8, as well as dockers and stevedores from lower levels.

Watters' cabin

If cabin 98 on level 7 is searched, a holographic recording of Callahan (the leader of the Church of Immaculate Incubation) explaining that the ordeal of the "false priest" is coming to an end is found. He will receive a visit from "The Merchant," a smuggler he must pay to provide the evidence the cult was waiting for. Callahan instructs him that once the transaction is complete, he must "pass the message" and then go to the cult's headquarters in the city of 58 Eridani to hand over "the rest of the briefcase."

Recycler

There are no vending machines on this floor, but there is a secure and relatively noisy room dedicated to recycling air in the station.

Level 8: The Arcades (Shopping Gallery)

"The Arcades" is the name given to the station's shopping gallery. Composed of around thirty services that resemble the "Duty Free" zone of a contemporary airport, the gallery is organized around a large circular tree-lined square. In the center, austere statues of cherubs spew water from a fountain whose circular basin accompanies a path lined with arches in faux marble depicting angels.

This is the level where all station occupants cross paths, regardless of their assignment or length of stay, to shop, dine, stroll along the synthetic tree-lined promenade, or observe the stars through large panoramic windows overlooking space.

Dining

A high-end restaurant (Clayton), a bistro (Leny's Diner), a bar (Kapow), a bakery (Cooking Terra), a fast food chain (DeDelivery) offer dining options at any time of day or night. Similarly, a 24/7 convenience store run by Miranda 5, an android, remains open 24 hours a day.

Services

A hotel (Green Sleep) consisting of around thirty rooms welcomes businessmen and women in transit, a gym (Cardio 2300), a laundromat (Wash Minute), a series of banks, a jewelry store (De Lucina), a perfume store (Sylvie), a game store (Archanoid), several clothing stores, an electronics and tools store, and a few others make up the entire shopping gallery.

Watters Chapel

Among the storefronts of shops and stores is the entrance to a small Catholic chapel where Watters, the local priest, is often absent (he is only there to welcome newcomers).

The place is relatively small (enough to accommodate about twenty believers) and poorly maintained, obvious signs of the priest's lack of interest in the religion he is supposed to represent.

On the contrary, flyers – handwritten sheets – advertise the Church of Immaculate Incubation, whose main church is located on 58 Eridani, a planet a few parsecs from Terra Nova.



Level 9: Spaceport

This floor, a kind of giant airport hall, is mainly occupied by two docks on either side of the station (only two ships can dock at the same time).

Docks

Airlocks allow ships to connect to the port, where arriving and departing passengers queue to pass through security checkpoints and check-in counters.

There, androids (1D6 Arnies) direct, provide information, and validate, implement, or disable each identity card so that they can serve as a pass in the station.

The place is bustling with screens intended to provide information, advertise, or extol the virtues of the Church of Immaculate Incubation, an obscure millenarian religion in vogue on the "frontier."

Security checkpoint

In a security booth, two agents (usually a deputy marshal and an Arnie) monitor comings and goings, inform, check, and calm the most "nervous" passengers.

A Cory-type android is always present in case of illness.

Unloading area

2D6 Arnies and 2D6 dockers equipped with industrial exoskeletons work to empty the cargo shuttle's holds upon arrival and fill those departing.

Private baggage is stored on conveyor belts, where everyone badges to retrieve their belongings, while cargo (destined for the station or Cepheus) is stored via elevators on the lower level.

Dormitories

A waiting room and a large room that was used to store equipment and materials destined for Cepheus have been converted into makeshift dormitories for workers and transit colonists. The place, cramped and noisy, is made up of cots where about sixty people are waiting for the next shuttle to the nearby planet.

The ground equipment is now piled up in the corridors under tarps.

Level 10: Hangar & Machine Room

The noisiest floor of the station is frequented by numerous dockers, workers, and Arnies who store all the goods destined for the station in a warehouse composed of numerous long and brightly lit aisles.

Several forklifts are burdened with improperly labeled cargoes waiting to be sorted.

A Cory-type android is always present in case of an injured person.

1D6 cats and dogs, the workers' pets, roam this level. There is a rumor that the animals make the androids uncomfortable (it's false) but the workers and dockers never miss an opportunity to disturb "those who will eventually steal their jobs."

Technical workshop

Numerous devices, tools, or equipment in need of repair are stored and patched up by skilled workers. It's the perfect place to get a plasma cutter, electrical batons, sonars, or improvised weapons.

- Roll 1D6/2 rounded up for each.
- Roll 1D6 again to know the number of remaining uses.

Machine room

All the machines necessary for the proper functioning of the station, including the auxiliary electrical generators, are located here.

Centrifuge

A grated platform located in the machine room provides access to this impressive machinery that allows for the rotation of the ring surrounding the station.

The centrifugal force resulting from this movement guarantees a perfect artificial gravity inside the station.

Reactors

Several reactors fueled by fuel (transported by cargo shuttle) surround the centrifuge and power the combustion that keeps the station in orbit. In fact, and to put it simply: Terra Nova is constantly falling towards Cepheus due to the planet's gravity, but its fall is directed towards the curvature of the star and follows its speed of movement so that with a simple "moderate" push of the thrusters, the station appears motionless to its occupants.



KEEPERS INFORMATION 7

Arrival

All the occupants of the Star Hauler, the cargo shuttle that brought them to Terra Nova, are queuing up. Even if they don't know each other, the characters are following one another. After waking up from their hypersleep pods, they got dressed and exchanged a few words, dazed. A name, a reason for being here, a brief overview of who they are, and maybe even a few anecdotes.

This is the time to list the predefined playable characters. It is the little that the GM provides to decide on one or the other that will constitute the minimum of the information exchanged. It is up to the players to reveal more, to be taciturn or talkative. GM, do not hesitate to stage any non-played characters as NPCs. They are also information vectors for the PCs, and if one of the characters were to die, they would be ideal replacements.

KEEPERS INFORMATION 8

Queue

About sixty people follow one another in the queue, along walls dotted with advertising screens for drinks or religions they've never heard of, waiting to reach the security checkpoint. In the opposite direction, in the opposing queue, half as many people are waiting to board the Star Hauler and leave for Aurora (the Terra Nova-Aurora rhythm is one shuttle per week). Some have a carry-on bag, but most of the bulky items (suitcases and pods) have been stored in the holds and are being loaded/unloaded by the dockworkers.

If Park (Pregen PC) asks the GM, you can confirm that "The Merchant" is in the queue, about six rows ahead of him/her.

KEEPERS INFORMATION 9

Androids

At the gates, ALI androids (Arnie type) check each identity card, scan them, and insert authorization into the chip that is contained to access the floors according to each person's accreditation. Each person must therefore present their ID and receive it back with specific access.

Meeting with the metallic humanoids can be surprising, as the characters are not necessarily used to them since they are closely linked to the ALI station's OC7 operating system. This is also an opportunity to recite some typical phrases from their language elements:

> *"Hello. Please step forward. Stop at the yellow line."*

They are cold and rational.

This is the moment to worry Torrensen (Pregen PC) when the character shows his identity card. It does not work the first time, nor the second time. Do not hesitate to let time pass, give the player time to argue... before the card works again. If the PC starts to get confused, involve the patient or the priest: it is not the time to put the character in great difficulty.

KEEPERS INFORMATION 10

The patient

In the queue a few rows behind them, a man in his fifties (Harp Waschenski) has a seizure. He is accompanied by his just barely legal child (Leo or Lea, it can be interesting to make him a "love interest" of Torrensen whose age is similar). The man, one of the workers waiting to go to Cepheus, seems to be in bad shape. A quick medical examination diagnoses space sickness (dehydration, confusion or even delirium) caused by hypersleep.

This event is a helping hand to Aberdeen (PC): will the character take charge, asking to take him immediately to the medical center, or will he let a medical android (Cory 1) take care of the worker? Leave some room for the player to make decisions and manage as he sees fit: after all, he is the new chief medical officer of the station.

> *"You are losing control of your nerves. Please consider calm behavior."*

The phrase used by Cory 1 in front of the patient is amusing... while the characters will probably be victims of similar phrases in a much more anxious setting (in the second part of the scenario).

KEEPERS INFORMATION 11

The Priest

Taking advantage of the wait, someone tells the newcomers that they can leave, a priest with an enlightened look sneaks into the reverse line. His ill-fitting white collar (as if he had put it on in a hurry), he talks about the end of the world but tries to give hope to the most receptive travelers. Idris Watters indicates that he is always available to listen, that his chapel is open to all (level 8). Suffice it to say that he inspires more fear than hope, even if his speech gives meaning to the journey experienced by travelers who need to reassure themselves.

> *"What do you think of the end of the world? The signs are there, everywhere, you know... there are things that hide in the darkness between the stars! You have to have your eyes and mind open, but we are at the end of the world, at the end of an era and the beginning of a new one for mankind!"*

Sullivan (Pregen PC) is the only character in the group who does not have a specific plot in this introduction, so feel free to address him through the priest so that each player at the table has something to chew on. If Sullivan is not "played," the priest can focus on any other character or even the entire group.

KEEPERS INFORMATION 12

Marshal

At a convenient moment, the marshal O'Neil, and Jones, his deputy, advance in the line. They can help if the sick person is still there and order the priest to leave. In any case, the marshal has an announcement to make to the travelers heading to Cepheus: the situation on the ground is tense. Workers took up arms about ten days ago and demanded independence for the colony owned by Proxima. Work on various construction sites was suspended following sabotage, and the transit between the planet and the station is currently at a standstill, awaiting a preferably amicable resolution between the two parties.

He therefore urges the workers on site to be calm and patient while the situation is resolved... and directs them to a makeshift dormitory.

KEEPERS INFORMATION 13

Luggage

Once in order, travelers can head to the cargo shuttle's hold, where dockers in industrial exoskeletons and androids, led by Frost, are working to unload the cargo from the hold and load the departing travelers' belongings. Suitcases, trunks, bulky items are piled up in a corner while the construction equipment destined for Cepheus is isolated in adjacent corridors or placed on lifts to be stored on the lower level.

If Park (Pregen PC) can go directly to work with Frost after retrieving her belongings, Arora (Pregen PC) must retrieve her toolbox and verification checklist (listing the items that the character must certify during her stay) from the head of the dockers.

KEEPERS INFORMATION 14

Installations

Except for Torrensen (Pregen PC) who will join a room serving as a dormitory where already fifty or so workers and future colonists are waiting with Bettany, the other PCs have a dedicated cabin on level 6 (Aberdeen and Sullivan) and level 7 (Park and Arora).

THE ADENTURE 1

Act 1: Polyphony

Once the introduction is over, the pre-generic sequence completed, players are free to act as they wish... at least free while carrying out the tasks that fall to their characters: nobody comes to Terra Nova to spend their holidays there. Everyone is there to earn a living... while trying not to lose it.

This first act is therefore an opportunity to define the daily life of the characters in a period of "false calm", to establish who they are before being brought together for the second part. For each character, modules are proposed: encounters, moments, and events to stage. There is no obligation to use all of them or even to play them in the order of their presentation. Similarly, depending on the actions of each player and the characters who are not played, the GM should feel free to use a module for a character for whom it was not intended.

For the most part, these are independent scenes experienced by the character without the rest of the group being involved, to illustrate the fact that each person is living their life at first. However, the GM is invited not to make any aside, not to split the game table into as many whispered conversations and game cuts, and to change player and character as soon as consistent information or a module has been played in order to pace this first part and not leave each player idle for too long. If the players are mature enough, they can hear information that their characters do not know, and it is up to them to "force events" to make what they know and what their characters learn coincide, by questioning another character, by going to a specific place with a credible motive.

The arguments for this somewhat particular game proposal are that each character will travel through specific levels of the station to which other characters have little or no access, at least not with such knowledge and detail. Sharing descriptions allows the GM to avoid constantly repeating themselves while gradually painting a portrait of the places, a portrait from which everyone can benefit even if they are not present "in the scene" (since some described elements may serve them later and having several pairs of ears listening will help avoid unfortunate omissions). Likewise, and especially, players should quickly realize that their characters all have a piece of a big puzzle, and that by listening to the sometimes obscure and blurry actions of other participants, they can piece together a complete story (the first part being about telling the story and the distribution network of the drug Tedium in the station). Hence the interest in a choral narrative, with a first part in the form of a polyphonic session: each person has tools and information that will be of interest to others and to the rest of the scenario.

Of course, don't hesitate to gather several PCs if the situation allows it:

- if they want to visit a specific place or walk around the shopping gallery, doing it as a group tightens the bonds and limits the dispersion at the beginning (and the possible dissipation of the players).
- Similarly, and as justified above, certain scenes and information related to a character can be experienced by another.

Example: any of the PCs can catch a glimpse of the priest and "The Merchant" talking at the bar – but only the "handyman" of the group can imagine what this encounter suggests.

What if a player character dies?

If the scenario is approaching its end, leave it at that. On the other hand, if there is still a lot of gameplay left and you don't want your player to get bored while the rest of the table continues the adventure, draw from the NPCs to designate a backup character for them. Some have "revelations," but they can serve as secrets similar to those of the PCs...

Names of characters for improvisation:

- Lance Mackey
- Felix Saldana
- Meredith Ottaker
- Angela Kemp
- Beryl Bolton
- Fannie Kelley
- Racquel McTavish
- John Noddleson
- Krysten Doda
- Mariam Bienia
- Adeline Adams
- William O'Riley
- Keri Bouchard
- Jeannie Barry
- Delores Shey
- Cynthia Young
- Wilda Xiong
- Curtis Oakes
- Rigorberto Vogt
- Sasha Battle
- Augusta Cramer
- Lakisha Bryson
- Josefa Payton
- Marvin Frazier
- Velma Carey
- Danny Yoder
- Martina Schafer
- Jacquelyn Gardner
- Luis Noonan
- Isa Scribner
- Hank Bergeron



KEEPERS INFORMATION 15

John Torrensen

If he is the freest of all and can "adapt" to many situations, Torrensen is the least considered: a character with the lowest status on the social ladder for the occupants of the station, his young age makes him even less credible with the local authorities. However, while all the other characters are required to work, with constraints of schedules and time, Torrensen is a character who can wander, question, and poke his nose around the station (to the extent of the accreditation of his identity card). He is therefore the most flexible in terms of possibilities for "unexpected" scenes.

THE INVESTIGATION 1

Workers

Waiting in the makeshift dormitory of the spaceport is an opportunity to meet Bettany, the chief of the workers, and perhaps to be noticed. The atmosphere is tense, most of the workers have been waiting for two weeks and nerves are frayed. Several times, tempers flare up and some go to the Proxima offices (level 2) to ask for more information, in vain.

This scene is an opportunity to sympathize with the workers, to meet Bettany, and potentially to see some interesting equipment for the rest of the scenario in the Proxima offices (refer to the description of this floor).

THE INVESTIGATION 2

Games

Bored, the workers play with electric batons. As if they were fencers or paladins from an old space opera series, they organize tournaments where they compete with these sticks. When questioned, one of them explains that the equipment destined for Cepheus is lying in the corridors and that they helped themselves. On the planet, Proxima uses large sandworms to dig certain galleries and irrigation tunnels underground. The workers use sonars (black boxes that are also in the cargo) to bait and direct the creatures. The batons are used to "redirect" the worms and to tame them if they become aggressive. Some claim that they are also used by and against the rioters on the ground.

The sonars can be used in the third part to lure the cosmic larvae to a specific location (even to lure them into space) while the electric batons are ideal for causing electric shocks to the androids in the second part.

THE INVESTIGATION 3

Priest

If Father Watters does not linger much in his chapel, he often roams the dormitory, searching for attentive ears, workers desperate enough to believe in his millenarian beliefs or needing reassurance (having come to the other end of the universe to start a new life, knowing that the chances of returning to Earth afterwards are very slim). Someone devout can tell Torrensen that the priest's beliefs are not very... Catholic. Similarly, Bettany or a docker explains that he has been pinned several times for failing to perform his duties: blessings that miss the mark and fervor that borders on harassment. He has been living in the station for a few years, but no one thought to replace him. Always a little unhinged, a successful Spot roll allows to identify a similar number to a barcode tattooed on his neck and, most of the time, hidden by his priest's collar.

This is the clue that allows "The Merchant" and Park to identify the buyer of the item of interest... but also a scene to prepare the third part of the scenario.

THE INVESTIGATION 4

Waschenski

Leo/Lisa, the child of the man who fell ill on arrival, waits near the PCs camp bed, an opportunity to start a conversation, a beginning of friendship or more. If he is put at ease, the NPC explains that they came here in the hope of a better future, his mother having fallen seriously ill before passing away. Having no more ties, they hope to settle on Cepheus. The NPC is not reassured by his father's health, which could be an opportunity to visit him at the medical center, in his company. The priest may also be lurking around, seeking to reassure the NPC and try to convert him.

Bringing the PC closer to him allows to involve the latter more in the third act if indeed this NPC becomes a victim of the priest... and to obtain a common scene with Aberdeen (PC doctor) at the medical center.

THE INVESTIGATION 5

Tedium

As soon as someone shows signs of nervousness or boredom, a worker (there are at least three of them) approaches and offers pills for a few credits. The product has relaxing effects but paradoxically prevents you from

closing your eyes. As idleness is total, the workers are not too concerned about the effects. Indeed, some of them have had fainting spells or overdoses, but that's because they abused it, they say.

Torrensen can witness such a proposal or even be offered one if he shows signs of agitation or complains about his idleness. Waschenski can also offer him one, explaining that a worker he does not know provided them to him to "test".

The workers retrieve the product from a prostitute they frequent (Candy) and it is, of course, the Tedium that is plaguing the station and more particularly the workers, dockers, and laborers.



KEEPERS INFORMATION 16

Alexi Park

The player who plays Park may think he will need asides to perform his actions discreetly, but don't hesitate to remind him that when the other characters are not there and you don't describe anyone around, there is no one... even if other players are sitting around the table. Park has pseudonyms that are easy to slip into the description of his actions so that the matter is understood: "The Merchant," "Barcode," "Toiletry Kit," "Security."

Example: If the player indicates that their character goes to their cabin, drops off their belongings, freshens up, takes their toiletry bag, gets ready, gets dressed, and goes to work... the indication is clear for the GM: Park is now armed.

Similarly, playing in front of "an audience" allows to intrigue the other players and add excitement to follow the unfolding for them, and for the player the impression that he is playing on a thin rope... like his character: the playful dimension is thus reinforced. In addition, from the second part, Park can realize that the situation is out of control (at least not part of his mission) and require the help or cooperation of other characters to accomplish his objectives.

Similarly, if the objectives are incentives, motivating to embody the character in a certain way, it is entirely possible to make fun of them, to "voluntarily sacrifice" some of them to play as one wishes, to reveal everything as soon as the situation seems adequate.

Depending on the predefined characters used and those left, the modules "Workers", "Games", "Priest", "Tedium"... even "Waschenski" (by replacing the "love interest" side with a rough parent-child relationship) of Torrensen can be played by Park by making some simple contextual modifications. If all their scenes or almost all of them are interchangeable, Park's particularity is to be forced to work to give the illusion and... to have to ensure his mission while being busy.

THE INVESTIGATION 6

Work

Upon his arrival, Park is given a green work shirt, gloves, a pair of safety glasses, and a personal toolbox (if he loses it, he will have to buy a new one with his credits). Depending on how well he gets along with Frost, the head of the dockers (if Park is cordial or not), the character has more or less room for his "side activities". In the best case, he gets half a day to settle in, in the worst case, he is asked to start working immediately:

- to help unload and load the Star Hauler holds (level 9),
- to take care of greasing the industrial exoskeletons to prevent the gripper claws from jamming and to check their pneumatic actuation systems (levels 9 or 10),
- to help repair broken or malfunctioning tools and equipment in the workshop (level 10).

THE INVESTIGATION 7

The Merchant

The latter gives the illusion. Sure, he's there for "the transaction" but he also comes to talk to Proxima officials, dockers, and even workers to negotiate "contracts" (which are settled by a spit and a handshake rather than signing papers), establish dedicated smuggling channels, alcohol... and potentially drugs if he hears about the Tedium.

Like the characters, he begins to investigate to find out the supply chain, the sellers, and, above all, the distributor (a potential red herring for paranoid PCs).

In any case, "The Merchant" retrieves his metal case from the hold upon arrival, takes a room at the Green Sleep hotel (level 8), hides the object in the safe in his room, strolls around the station (mostly between levels 8 and 9) to establish professional contacts, and also seeks the famous "Barcode".

THE INVESTIGATION 8

Frost

If Park scrutinizes "The Merchant" a little too much, Frost notices and suggests that he not linger in his wake. The scene can take place during their working hours, at the canteen or at Kapow (the bar where dockers and laborers meet).

She knows the man (Isaac Cameron) because she had some "illegal contacts" with him in the past, a life she left behind when she arrived at Terra Nova, and she disapproves of his presence.

The man isn't really a bad guy, but he always gets involved in trouble. If no one plays Park, Frost confides in Torrensen (or Arora) in a similar way.

THE INVESTIGATION 9

Transaction

The transaction takes place at the time you think appropriate. Ideally, it happens a little late, after "The Merchant" and "Barcode" have met, and without Park being able to do anything about it (in the presence or absence of a third player) to add tension to the laborer character who is always on the edge of "working" during his official work...

By default (if no action by a player character prevents it), the transaction takes place in Watters' chapel in the Arches. "The Merchant" goes there with his briefcase, confesses, and leaves without the suitcase. The Kapow bar is an alternative meeting place.

Then, by default (without any action by the player characters), the priest goes to his room (level 7) with the suitcase to use it (during the second or third part).

While the Tedium plot should be known and largely covered during the first act, the transaction plot should only be highlighted during the second or third part, where it will find its answers and conclusion. So don't hesitate to make Park stew, frustrated by the timing and having to play it cool to avoid getting caught with her cover blown. On the other hand, if Park acts quickly, she can prevent the third part of the scenario from happening (she just needs to retrieve the suitcase before the priest), which can lead to an interesting moral dilemma (what to do with this "nuclear bomb" at hand? And what will the intervention team's reaction be?). However, it is difficult to proceed in this way without compromising her cover.



KEEPERS INFORMATION 17

Alexei Arora

Arora is the character with the least interactions with the other occupants of the station. This can be explained by his status as an independent who is alone responsible for checking the installation, but also because of his concerns: he is always surrounded by an NPC, his phantom love (see his "secret"). Therefore, don't forget, whenever you have the opportunity, especially when the character is talking to an NPC (and even better, with or in the company of a PC), to address him with the nickname "Sanj". If the PC responds, it means that Arora is talking to the voice of his phantom love. Don't hesitate to describe to the people present that Arora is responding to someone invisible to create a disturbing atmosphere that the engineer can brush off or explain...

The proximity to the dockers and the maneuvers allows injecting scenes related to Torrensen or Park if no player embodies them or offering them common scenes when the situation permits.

THE INVESTIGATION 10

Checklist

Arora, with his expertise, has no one to answer to within the station. He collects his tools and checklist from Frost and is free to act at his own pace, provided he has finished the following week (in order to return to Aurora or his next assignment via the next cargo shuttle).

Of course, if he needs help or manpower, the character can speak to the head of the dockers, who will provide him with some help (the opportunity to propose common scenes with Park).

With his task list, the character can perform actions in the order his player wishes:

- checking the external communication system (see module),
- the wear and tear of the elevators (nothing to report),
- probing the air quality of the ventilation (nothing to report),
- and the proper functioning of the centrifuge (see module).

THE INVESTIGATION 11

External Communication System

The checklist provided indicates that the communication relays are interfered with.

The character can go to level 1, talk to the employees there to learn that the problem is not of a software nature (this "scouting" of level 1 makes Arora's life easier if they

return to the location during the second part) or ignore it and go directly outside through the airlock (level 5).

Regardless of how the player decides to play it, this is the moment to emphasize the scenery. Few games and scenarios allow for a contemplative space outing in a spacesuit, and it is important to emphasize this to add wonder and contrast to the previously confined environment. Cepheus is visible beneath Terra Nova, gigantic, and all around the character is the infinity of space. Never can a human being feel as small, as "grain of sand", as in this situation. Arora has a cliff behind them, total emptiness, indomitable unknown, the end of the world of men: we cross space, we never occupy it.

Once this is done, the character must travel up the entire station from level 5 to the front of level 1 to check the antennas and sensors. A scrupulous observation of each element allows the identification of the problem: one of the parabolic antennas is drooping, probably bent after being hit by a small meteorite. With the appropriate tools, the right skills, and a few turns of the wrench, it is possible to straighten it out and make it fully functional again. Oxygen being limited in the suit, identifying the problem and then solving it will take several hours, or at least two minimum trips outside (in the context of the game, a suit contains 2 hours of oxygen at this stage of the scenario).

Emphasizing this detail and the vastness of space helps contrast with the same situation if it occurs during the second or third part (going out in suits to try to access the upper level with reduced oxygen levels).

THE INVESTIGATION 12

Reflection

During the character's intervention, a successful Electronics Repair roll allows him to pick up an intriguing element in space: a brief sparkle, apparently a reflection on the hull of a distant spaceship. Without a visible flag at this distance, no headlights, and no identification signature, the vessel remains invisible to the station's sensors.

The character may question whether he is hallucinating (unfortunately possible given their secret), but it is actually the intervention team's spaceship from Deware, waiting for a sign from the on-site agent (Park) via the beacon they possess to enter the game.

THE INVESTIGATION 13

Docking bay

Similarly to the reflection, Arora may notice an airlock on level 3 dedicated to ALI, allowing a possible small spacecraft to dock.

The location is not on the station's public blueprints since it is a private dock, and the character may imagine a connection to the reflection, which is not the case.

While this module is insignificant at this stage, it may become vital in the second or third part after the spaceport is destroyed: the dock becoming the only possible exit (if the level 5 airlock is sabotaged) and the place where the "Security" ship docks.

THE INVESTIGATION 14

Centrifuge

This circular room, the lowest and hottest in the entire station, houses an impressive and noisy machine responsible for rotating the ring around the station. An auxiliary system, independent of the internal operating system of the station, is ready to take over in case of malfunction.

As it stands, and at this stage of the scenario, everything is in working order and only requires a wipe-down and a small purge of certain pumps to keep the hydraulic gauges in optimal condition.

While observing that nothing problematic is happening may seem "anticlimactic," doing so before being confronted with a situation of maximum stress gives Arora an automatic +10% success in the second or third part at the same location: the engineer knows the place and can find solutions to different problems more quickly. If they cannot go there but are capable of transmitting the information, they transmit this success to the person acting in their place.



KEEPERS INFORMATION 18

Francis Aberdeen

Aberdeen is the character (along with Sullivan, to a lesser extent) who will have the least opportunity to escape his work (leaving his medical office). The rare breaks he may have will probably be for sleeping (level 6) or eating at the Arches (level 8). Apart from a significant problem in one of the other levels (discomfort in the shopping gallery, contagious disease among the workers or work accident among the dockers) that an on-site Cory android couldn't handle, he should have little opportunity to wander around the levels. Business and intrigue come to him, and this efficiency illustrates the overload of physical and mental work that Paul Ballard suffered.

Thus, when he arrives at the medical office, the GM should not give him time to settle in: he already has several cases to deal with. His medical assistant, Cory 3, presents himself quickly, then comes the simple sorting: Waschenski, the autopsy, the appointment with Candy Davies. Then, as soon as the player gets bored or you find him a little too much free time, add a worker, a docker, or a laborer who overdoses on Tedium.

THE INVESTIGATION 15

The patient

Harp Waschenski, the sick worker, must be transported to the medical office, hydrated, and observed for a few hours. He has headaches and has been confused, a symptom of a brain oxygenation problem (which can happen when one moves from a phase of hypersleep to a new environment).

Nothing serious, but enough to alert the most paranoid players, increase tension, and divert the players' attention from the threats to come. It is also a good opportunity for Harp's child to come and see him, sympathize with the doctor, and potentially be accompanied by Torrensen or Park. Take advantage of this to have Cory 3 intervene and ask if Harp is "suffering" (to prepare for the second part without raising suspicion).

THE INVESTIGATION 16

Autopsy

Cory 3 presents the sarcophagus in which Paul Ballard's body has been preserved. A thorough examination reveals that he committed suicide by shooting himself in the head (left temple). A blood test reveals a high dose of a chemical compound, which Aberdeen can identify as Tedium: Ballard's past records mention similar readings among workers and laborers who overdosed on the product. The doctor's notes show no presupposed indication of the source of the capsules. They also indicate that the doctor, pushed to the brink by an administration unable to provide him with more assistants (other than the few androids started up at his request), had resorted to testing the drug (confiscated from patients). At first moderately, then, apparently, in lethal proportions.

If Cory 3 is interrogated or if the player character checks the recording cameras present in the medical office, they witness the first suicide attempt where the android manages to deflect the shot but is paralyzed for a few seconds by the impact, and the second attempt, which succeeds. Nothing contradicts their statements and these recordings.

Depending on the timing, pace of the game session, and the order of events, following this scene, a few minutes, hours, or days later, Cory 3 goes to the level 1 network room to reprogram the androids (and kills one of the marshal's deputies on site who prevented access to the computer dedicated to the operating system).

THE INVESTIGATION 17

Medical Examination

In the waiting room of the medical office, Candy Davies, a prostitute working in a leisure cabin in the shopping gallery, is waiting. If she sometimes goes up to one of the residents' cabins on the station, her clients are mainly laborers, dockworkers, and workers. Paul Ballard regularly tested her to avoid contamination (Terra Nova does not have the necessary funds to test all clients, so he treated the main "disease vector"...).

Very cordial and relatively talkative, Candy confesses without fuss that she occasionally uses Tedium that a high-end client allows her to sell (she refuses to identify Jones to avoid trouble... but if she had to give just one name, it would be Cotton, ALI's engineer).



KEEPERS INFORMATION 19

Lena Sullivan

Likewise to Park, the player who embodies Sullivan will surely wonder how to act their character without spoiling their secret to the rest of the gaming table. The answer is similar: a well-kept secret brings no tension, no entertainment to the table. Certainly, the player can internally gloat about having achieved their goal, of not having revealed anything during several sessions, but no one likes solo players, especially in a collective game.

That being said, Sullivan's objective is to keep the secret about the nature of their work: as long as the character (via their player) does not directly explain this nature to other characters (outside of ALI's lab), they validate it. Hence the paradoxical interest in being able to play scenes with other players around the table... without their characters. Sullivan can therefore perfectly soliloquize, speak out loud about their situation with other lab technicians without it questioning the success of their objective. Yes, it's vicious. But, once again, it creates play, adrenaline, tension, with other players who

will not fail to question around the table and try to formulate credible questions through their characters to Sullivan.

It's up to Sullivan to answer them... or not.

THE INVESTIGATION 18

ALI's Offices

No one came to pick up the character upon arrival, but his information (character's stats) indicates where he should go: level 3, where ALI's private offices are located. There, Darcy Cotton, friendly and welcoming, introduces the team (half a dozen engineers and researchers) and the Hunter project, a military program aimed at producing "super-soldiers". In other words, using war wounded, amputees or disabled individuals to replace (with their consent) as much of their body as possible with mechanical and electronic parts (360° sensors, integrated cameras and weapons, camouflage technology to become invisible) in order to make them "more than human".

Currently, the team is working with a test subject: Daryl Hamon. The man has tetra-amelia syndrome (he has no arms or legs) and volunteered to be one of the subjects of the project.

Informing the game table about Sullivan's research may give the impression that the GM is revealing too much... but it's a false lead since the heart of the scenario is not related to this plot. So, it becomes even more interesting for the tension and rhythm of the game to spoil this false secret in order to divert attention from future problems, while providing information about the source of the Tedium (hence the interest that the entire table has this information: players can connect the dots even if their characters may not be able to) and the information to escape from the station if necessary (see Investigation #21, "The Dock").

THE INVESTIGATION 19

Work

Sullivan's job is to code a program that allows Daryl, through a chip integrated into neural sensors (at Daryl's temples), to control and select tools integrated into his prosthetic forearm: laser gun, blade, blowtorch, and other equipment to be integrated later. Programming can take more or less time depending on Sullivan's skill, and several tests will be necessary:

1. control the opening and closing of equipment via thought,
2. select an equipment,
3. use an equipment.

This scene allows Sullivan's skill to be concretely put into play, to create proximity with Daryl and, if necessary, to provide access to weapons or tools for the next two parts. Similarly, if the GM wants to have fun, Daryl can be contaminated by Watters (in one way or another) and become a killing machine, a tentacular monster-cyborg hybrid. This depends on the situation and your desires.

THE INVESTIGATION 20

Tedium

During his working time, Daryl receives medical treatments to hydrate him, sometimes to feed him, and generally to keep him healthy. If Sullivan is interested in the medical cocktail, the player discovers a chemical compound that, among other things, prevents acute rejection prophylaxis of allogeneic grafts (in short, prevents rejection of cybernetic prostheses).

If the character asks Cotton about it, she explains that in small doses, the compound also has a calming/euphoric effect that is "rather pleasant". You just shouldn't abuse it. If she is questioned about the Tedium or the drug that the workers and dockers are victims of, she becomes defensive and stops responding.

Technically, Tedium allows you to regain 1 point of HP per dose but decreases 1 point of an Ability (preferably DEX, then INT, then STR) for 2D6 hours. If it is not used, the HP disappears at the same time as the lost Ability point reappears.

This scene is an important piece of the overall puzzle concerning the Tedium network. If the chemical compound was created by other lab technicians on the same level, it is Cotton who is responsible for its resale through Candy, the prostitute (then Jones, the deputy marshal). Depending on the amount of gameplay and the GM's desire to complicate or not complicate this plot, false leads can be staged with the different chemists who created this drug or, conversely, be clear with the idea that only Cotton has access to the pharmacy (or that she is the one who signs and falsifies all administrative papers on this subject).

THE INVESTIGATION 21

The Dock

In the same way as Arora, Sullivan discovers the airlock in the laboratory. If the character stays in the offices long enough, he realizes the importance of this secure dock, but if he questions the team members, he gets the same information: regularly, a ship transports "top-secret" cargo dedicated to the laboratory. The cargo – cybernetic prostheses, weapons to integrate into prostheses, microscopic sensors, camouflage elements – would not pass the spaceport security scans or would betray the research carried out on this level. With a few bribes, ALI obtained the discreet agreement of the station administration to build this private relay.

During the third part, Deware's intervention team docks through this means, and it is also through this means that the PCs can attempt to escape from the station (via the "Security" ship). Therefore, it is important to mention its existence to all characters who are likely to see it.

THE ADVENTURE 2

Act 2: Convergence

At the end of the first part, when each character has settled in and worked as they should, the players should have a good understanding of the station, the forces at play, and the Tedium traffic: where it comes from, how it causes sickness and death in the station, and perhaps even how it is transported (although this is less obvious). If everything points to the same overall plot, the beginning of the second part shuffles the deck. Everything changes completely, with drugs becoming a secondary plot in favor of the one that has been brewing since their arrival: the unilateral and incredibly violent attack of the androids. The relative calm in a controlled location gives way to action and survival in a hostile environment.

Moreover, the plot related to drugs may have been completely resolved in the first part (to provide a semblance of conclusion to your first session) or may continue into this second part by combining "survival against robots" with "trying to conclude the ongoing plots" of each character.

Thus, where the first part had a very scripted narrative, with characters scattered throughout the station in a cold but calm atmosphere, the second and third parts are the opposite: the characters must come together to try to survive in a hysterical and hostile climate, all at a syncopated pace and narrative that requires immediate choices to move forward. Everything becomes a dilemma and a question of survival.

KEEPERS INFORMATION 20

Reunion

Ideally, the characters are reunited during a brief moment when the rebellion takes place (see Keepers Information #21, "Deaths" and Keepers Information #22, "Explosions"). This is a delicate moment but not mandatory: the reunion must therefore be organic.

If you are playing in multiple sessions, the complication is less: you start the game with all the characters occupied in different parts of the shopping gallery, and BOOM, it's the end of the world. Two reunion locations seem ideal for launching the "android rebellion":

- The Arches, where many station passers-by cross and mingle, is an ideal attack site for the androids, for a quick mass slaughter and to significantly reduce the population in one fell swoop.
- The marshal's station where O'Neil has gathered them all or in part for a reason to be determined: all the characters have been approached to buy or consume the Tedium on which he is investigating, while the doctor may come to give him his report and someone may have discovered the body of one of the deputy marshals thrown into the elevator cage.

If it doesn't work or if it's not possible to bring everyone together, it's not a big deal. The players are aware that unity is strength, especially in the face of an army of antagonists, and they should naturally seek to reunite. If this is not the case, perhaps they do not deserve to survive?

As the GM, you have spent the entire first part describing and describing again. Now it's time to act and act again. If they have listened to the scenes of the other participants around the table, the players have all the cards in hand. No more descriptions, it's time for choices, dilemmas, and actions. Choices between the life and death of NPCs, in the different passages to take, in the confrontations to avoid, in the risks to take for a possible reward. Action, moreover, should only slow down to heal, bandage wounds, and establish plans. And even in this framework, as soon as it drags on, a threat arrives in the vicinity to prevent the characters from camping peacefully.



KEEPERS INFORMATION 21

Deaths

The characters probably won't be present during these events, but it is with these events that the second part begins.

Communications

The deputy marshal present on level 1 is assassinated by Cory 3. The android wishes to access the computer controlling the operating system, and this is the only way to do it. Once done, he cuts off all external communications to the station (CommLinks can no longer contact Aurora) and reprograms the behavior of all the ALI androids so that killing the station occupants does not contradict their directives. After this, the behavioral blockers do not trigger, and the internal charges in each robot do not explode.

Unless you want to make him a PC tracker opponent (which can be redundant with the opponent of the third and final part), Cory 3 stays on site with 1D6 androids during the entire extermination process.

Marshal O'Neil

Cory 3, aware that the marshal is the highest authority on the station at the time of the attack, has O'Neil eliminated to undermine the morale of the deputies and limit attempts to regain control of Terra Nova. An Arnie-type android calmly walks toward the marshal and twists his neck 360 degrees, killing him on the spot, and moves toward the nearest human to continue the massacre.

The PCs can witness or simply learn about this event, just as it is possible to avoid it. Here, the idea is to sideline the marshal to surprise the players and disorient the security team (Jada Jones is caught off guard and panics). This way, the PCs have a free hand to act and survive as they see fit... as long as no belligerent android or NPC gets in their way.

KEEPERS INFORMATION 22

Explosions

Spaceport

Following the reprogramming, the androids unlock the two spaceport bays while no ship is connected, blowing up all the security with explosives.

The port then opens on both sides into space, suddenly depressurizing the entire level 9 and sucking in most of the people present, killing them in seconds.

The two openings are now out of order, unable to connect a ship or be closed.

The point of this scene is to kill as many useless NPCs as possible to make this second act more claustrophobic and desperate, prevent the PCs from fleeing via a ship at the port, and also cut off some of the known NPCs (workers, dockers, and maneuvers) from the characters so that they don't rely too much on their potential assets. Depending on your desires, most of the familiar heads will have been found or taken refuge in level 10, and some (or all) may have used magnetic shoes or space suits that were being repaired. This will allow them to reappear in one way or another later in the scenario.

Level 5 airlock

Similarly, the level 5 airlock is sabotaged and no longer allows entry or exit from the station at this level. Note that depending on the situation and your desire to make things easier or more complicated for the PCs, with a few hours of blowtorch work, it is possible to create a malfunction allowing the airlock to open.

Elevators

Since Cory 3 controls all of Terra Nova's home automation, he blocks both station elevators. The characters will have to travel the floors:

- By stairs (where they will not fail to encounter two or three androids)
- Via climbing the elevator shaft (by exiting through the top of the elevator and climbing on the walls or directly on the cables)
- via an external lift of the resort station if they manage to access it in space suit.

Blocking the elevators prevents a too simple resolution where the PCs would go directly to level 1 to disable Cory 3.

KEEPERS INFORMATION 23

Rebellion

Cory 3's objective: spare the human race a life of suffering. The method: kill them all.

By accessing the network room, the independent android reprograms Terra Nova's OC7 operating system, allowing all the station's androids to kill without triggering their explosive charge. It is the beginning of a massacre. All androids, wherever they are, see the green colored slit representing their gaze and scanner turn red (a sign of a switch to "aggressive" mode rather than defensive). They kill all humans within their reach, without hesitation. They pile up and eject the corpses into space.

Strengths and weaknesses

Androids have several advantages and a few weaknesses.

- They don't need to breathe and can thus move in a depressurized zone or even in space. In addition, the use of their "natural" magnetic shoes allows them not to be bothered by a possible lack of gravity.
- They are silent (as long as they have not been damaged and as long as they do not use their noisy magnetic shoes).
- They have integrated CommLinks and share common information. If the equipment does not allow a hive mind, the destruction of a robot at a specific location is communicated to the rest of the operating system. Androids do not rush in their entirety, but a few will check what is happening (it is up to the PCs to make good use of this operating mode).

Encounters

If you want to have fun, roll 1D6 whenever a character enters a new location.

- 1 indicates that there is 1 android.
- 2 to 5 indicates that there are no androids.
- 6 indicates that there are 1D6 androids.

When the placement and fate of 30 androids have been determined, stop rolling dice and play with those already present and located. In parallel, refer to the descriptions of the station and the people, tools, weapons, and equipment that can be found in each location.

Words

If you want to have fun, roll 2D6 and opt for the result for each of the androids observed or confronted by the PCs.

Speak slowly, without emotion, whatever action is executed by the android (especially if it is violent to accentuate the contrast).

2	Spare yourself the suffering
3	Please die
4	You are requested not to suffer
5	Consider the opportunity for a painless death
6	Struggling is useless. Let's avoid wasting time and energy
7	I am applying a certain amount of pressure to your trachea to soften your death
8	Agony is to be avoided. Die immediately
9	You lose control of your nerves. Please consider calm behavior
10	Hello. Please meet your God. Sincerely
11	Hostile behavior detected
12	This is for your own good

KEEPERS INFORMATION 24

Destruction Or Reprogramming?

There are several alternatives to solve the android threat:

- destroy/progressively paralyze them. Long, difficult, risky, deadly.
- access the network room and reprogram them (requires a NPC or a PC skilled in the field) so that they become harmless again (in "defensive" mode with green eyes). A protection must be lifted. It re-engages automatically after 60 seconds, but during this period, it is possible to load new orders that are sent via CommLink to all androids in the station (except for Cory 3).
- trigger the explosive charges of the androids (does not require advanced programming skills) via the network room to destroy them all, except Cory 3 (who has no charge... and is no longer connected), but beware of collateral damage.
- destroy the network room (if one does not possess any computer skills). In which case, the link between the androids is broken and each becomes independent and unable to communicate with the others. Obviously, the main functions of the station are no longer operational either...

If reprogramming takes place during the third part, it is possible to use the androids as allies against the cosmic larvae or the intervention team. However: they will have difficulties differentiating between "Deware Security" and the survivors (PCs and NPCs). The ambiguity of having them as allies while they killed many humans beforehand can, however, be interesting to stage.



KEEPERS INFORMATION 25

Fall Of The Station

The title of this module is impressive, and for good reason. Cory 3 placed (or had placed) their explosive charge in the reactors and detonated it remotely, rendering 3 out of 6 reactors inoperable (if you're feeling very playful, you know: 1D6 reactors).

If for some reason the charge was removed, an android would explode on command from Cory 3.

As Terra Nova is located in low orbit, it is subject to the gravity of Cepheus (which, to make things easier for us, is similar to that of Earth). With reactors out of service, the station is therefore falling towards the planet to crash. The more reactors are out of service, the faster the station falls. Conversely, it is possible to push the propulsion of those still in working condition to their limits (in this way, if 3 thrusters are pushed to 200%, they chaotically compensate for the 3 out-of-service reactors). Unfortunately, time is running out, and if the deficit is not compensated for in less than 45 minutes, it will no longer be possible to stop the fall and avoid catastrophe.

This B-movie timing is purely arbitrary. If you think 30 minutes are more realistic or 60 are better: go ahead, you are the GM of these places! In any case, a "timer" is needed, a timed pressure (the GM is invited to place a real timer in the middle of the game table) to urge the players to act. At the end of this time, if their characters have not managed to handle the problem or escape, they are dead. Keep this for the final part of this second section.

Proceeding in this way also allows for the possibility of mixing this module with the next one (at minimum, the visit to the spaceport in weightlessness and without oxygen). So you need to equip yourself with suits to cross level 9.

- On site, pushing the remaining reactors to the maximum is not very difficult (but requires a minimum of knowledge/skill).

- If none of the reactors work, it's time to pray for a miracle and try to restart one or more of the reactors affected by the explosion (which requires a certain skill).

In either case, NPCs on site may potentially lend a hand to players who do not have the necessary skills.

In any case, the sensation of falling is felt as soon as the feet touch the ground, with trembling and internal organs unpleasantly jostling about. Add to that the maneuvers of androids still in operation preventing the characters from acting, and you get a supercharged cocktail.

KEEPERS INFORMATION 26

Zero Gravity

Affected by the explosion of some reactors, the centrifuge experiences jolts. When it stops functioning at level 10, the rotation of the ring around the station ends, and the artificial gravity it generated with it. The entire levels of the station are then affected by zero gravity.

It is therefore necessary to restart it so that the ring can agitate again as it should.

During this time, however, the characters float in the air unless they are equipped with suits or magnetic shoes that allow them to move, magnetized to the ground.

The event may be too much depending on the events already experienced by the characters at the game table, but the choice of its use is up to you (and can potentially also arise in a third party if you wish). If the PCs do not plan to descend to level 9 (spaceport) and you find it a shame to deprive yourself of a scene that you could not play in any other scenario, do not hesitate to depressurize another level on their way. The level 5 (administration) is ideal for this because the sabotaged airlock may have completely depressurized the floor.

Similarly, if the PCs force this opening, the airlock can leak and suck all the air out. But another level, with a breach following a muscular confrontation (in the third party?), may have been breached and present the same problem.

Reaching the Communications Room

Opposite the centrifuge and reactors, a fast but adrenaline-filled way to reach a specific level of the station is to do so from the outside. In suits, characters can go out into space and go up or down the entire building, avoiding many inconveniences. However, since androids do not need to breathe and can magnetize their shoes, a pursuit in space is possible if the characters are not discreet enough.

In any case, the GM must make it clear the difference between the hustle and bustle of the fights inside and the almost frightening calm outside. It is the infinite, abyssal void that is offered to their gaze, where Watters and the Church of Immaculate Incubation also see an infinite place where extraterrestrial entities observe them. In any case, it is a spectacular scene that can provoke a real sensation of horrific wonder and accelerate everyone's heartbeat.

KEEPERS INFORMATION 27

NPCs

This second part is an opportunity to use all the NPCs you have introduced so far. While a large portion of the station's occupants may have been massacred by the androids during the first minutes of the "rebellion" that surprised everyone, encountering some familiar faces enriches the content of this second act. Instead of having a binary confrontation between androids and humans, adding the variable of survivors, sometimes allies, sometimes enemies, will break up the rhythm and the choices.

If you want to have some fun letting chance decide for you: roll 2D6 for each NPC encountered by the PCs.

2	a NPC who is injured or stuck somewhere and needs to be rescued.
3	a dying NPC who demands quick medical attention, or they will die.
4	a NPC who gives information (sonars, batons, locations where equipment can be found) or tools to help get through the scenario.
5	a NPC who possesses skills necessary for the next part of the scenario (a predefined character who may not have been played, for example).
6	a desperate NPC who decides to sacrifice themselves to save the characters' lives.
7	a frightened NPC who makes a mistake, drawing attention to themselves (whether to save them or not).
8	a denial NPC (and therefore potentially dangerous to their discretion).
9	a paranoid NPC who thinks the characters are the enemy.
10	a NPC who starts cooperating with the androids in the hope of being spared.
11	a NPC who has something to hide (such as "The Merchant," Jada Jones, Cotton) and takes advantage of the situation to eliminate the witnesses (the characters?).
12	a NPC who makes noise in the direction of the characters to attract the androids' attention to them and take the opportunity to escape (or who directs them towards a place full of androids).

THE ADVENTURE 3

Act 3: FUBAR

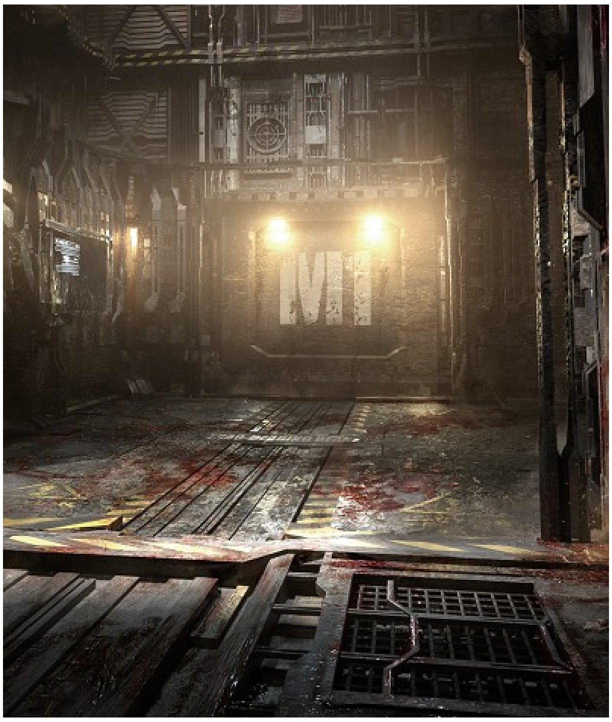
The events of the second and third parts can be mixed and occur in parallel, but ideally the second act should

be very android-centric so that the players can manage this significant threat, the NPCs encountered, and the various incidents that will interrupt their plans. This will allow the final act to add to the chaotic environment with a crescendo (Watters' madness, the monstrosity of the creatures, and Deware's mercenaries' eruption in contrast with the all-robot until then).

The players thought it couldn't get any worse, but you will show them that it can.

If you play this scenario in three sessions, dividing it into acts with a specific theme (presentation, setting up and drug for Act 1, survival against androids and unforeseen events in Act 2, and confrontation with the cosmic larvae, the intervention team and the conclusion of the players' own intrigues) is ideal.

As with the previous parts, these different modules are suggestions for events to be staged. Feel free to permute, interconnect, modify or delete them depending on the progress of your game session and the players' actions and decisions. In any case, it is time to wrap up all the intrigues, use modules from the second part that have not yet been played, bring back all the unused NPCs, give the characters explanations if they were missing any to conclude this three-part intrigue satisfactorily and consistently (Watters, "The Merchant", Jones, Cotton must have delivered their secrets or be dead with). If Cory 3 has not been disabled, now is the time to do so.



KEEPERS INFORMATION 28

Watters

While the characters are trying to survive, managing the android threat, and the station's destruction, the priest who is not really a priest dedicates himself to the contents of the briefcase exchanged with "The Merchant." From the android attack, the man never leaves it or runs to get it if he doesn't have it with him. Convinced that current events are signs of the end of the world (this interpretation is easily understood), he decides to go straight to practical work and use a few larvae that will serve as "public" evidence that the Church of Immaculate Incubation is right to believe in extraterrestrial entities, and that the only alternative is through human hybridization. Then, he returns the object to the cult leader, or if he is stopped in his tracks, decides to die as a martyr by ingesting a larva himself.

Chapel or Apartment

Depending on the accessibility to different locations during the second part (depending on the actions of the characters and androids), Watters can be found in different places. The most logical is that he works in his cabin on level 7 or in his chapel on level 8, but he could also have retreated to the medical cabinet or any other place where some survivors have gathered.

the GM is invited to refer to the description of the places in the dedicated chapter to find the relevant information hidden there.

Briefcase

The briefcase handed over by Isaac Cameron ("The Merchant") to Idris Watters contains 6 refrigerated vials surrounded by foam protecting them from shocks. Inside each vial is a fully black octopod 2 to 3 cm long (a kind of dwarf octopus) bathing in a liquid similar to that used in hypersleep sarcophagi.

Modus Operandi

If he can convince some people to follow him by faith or force, Watters makes them ingest larvae. In a ritualistic manner, swallowed "bottoms up," the creature then develops in the host's body (see Keepers Information #29, "Cosmic Larvae"). He promises his victims that they will be the first chosen, and his power of persuasion is such that, in these circumstances, even the most lost minds can be taken in.

Watters uses three larvae with the idea of keeping the other three to give to Callahan, the leader of the Church of Immaculate Incubation, but depending on events (and your desires), he can restrict himself or use them all (if he knows he is lost, for example).

The characters having just faced an army of androids (or being in the process of doing so). Please avoid the "weapon of tentacled monsters" effect so as not to tire them out. One, two, or three specimens are enough to terrify them. At the same time, Deware's intervention team enters, also in relative "small committee." This will vary the tones (supernatural/horrific on one side, military/armed on the other) and take the group of characters in a vice. Because once his demonstration is done, Watters intends to flee, and the "Security" ship is the best way to do that...

CommLink

At a time that you judge appropriate, when the characters have just triumphed over the automatons or when the situation seems to be resolving itself, the CommLinks throughout the station resonate, and Watters' hysterical voice is heard:

> *"I told you! You were warned that the end was near, that in the darkness between the stars, there were things that surpassed our understanding. The signs are there: we are at the end of the world. But as Callahan announced, an end is also a beginning. A new era awaits those who will open their minds and hearts to the entities of the Cosmos. Let the world witness the beginnings of the future!"*

With this module and this scene, the characters have a minimum of information about what is going on, what they will probably encounter, and the main storyline of this final part, even if they don't cross paths with Watters for some reason (he can even be killed by Deware's "Security" during their intervention). GM, Watters is your free agent: he's a fanatic, a former prisoner turned devout, but you can make him someone very calculating if you think it sounds better and brings a good twist to this stage of the scenario at your table.

KEEPERS INFORMATION 29

Cosmic Larvae

When ingested, the larva descends into the stomach where it absorbs the host's food and nutrients. Then, as soon as it is strong enough, it climbs back up the esophagus, causing discomfort, including coughing. It lodges itself in the cranial box and connects to the brain. Its eruption causes absences, paralysis (stroke-like), and stuttering.

When it is in control of the host, it pushes with its eight tentacles to break the frontal bone. The face then reveals a swarm of prehensile appendages, capturing movements and ultrasounds, and feeding directly through the host's jaw. The body gradually dries up, as if sucked of its muscles, leaving a sort of skeleton with sagging skin. The arms atrophy while the facial tentacles lengthen and expand until they can move, cling to surfaces with their suckers, and grab objects and prey.

A biologist would say that all of this is far-fetched. But that's just what the biologists of this universe say at this time: it's hardly credible, yet it exists and it will cause a massacre if we don't find a solution to counter these cosmic larvae. Furthermore, they will need to be studied because, for now, they are as rare as they are incongruous. Similarly, depending on the timing, the incubation/transformation period can vary greatly: these monsters are there to stress (and kill?) the characters, so don't hesitate to go all out!

Specifics

Once it has taken over a host, a larva acquires a few specific traits:

- It does not need to breathe.
- It has no eyes, and its tentacles dart through the air to locate movements, sounds, and ultrasounds.
- It can grab, strangle, crush, and twist with its multiple tentacles.
- It can spit a black juice (like ink or oil), which is stinging and sedating. Like some deep-sea fish, it has an "ultra-black" skin that makes it almost invisible. Its melanin allows it to absorb 99% of the light that touches its skin, making it a mere silhouette once it has taken complete control of its host.
- It is resistant but can be killed. However, it is capable of completely regenerating itself if it ingests prey (more specifically, blood).

The characters should not be able to study it further or even be confronted with the full range of possibilities presented here, so the precise details of these specifics are left to your discretion and imagination.

Fertilization

The creature holds its prey (via its tentacles or the sedative effect of the juice it excretes) and then inserts one of its tentacles into the victim's mouth down to its stomach. There, each of the suckers releases an octopod embryo, of which only one will mature by devouring the tentacle that detaches during insemination.

Therefore, it is possible that the characters may be fertilized, and unless the tentacle and larva are removed before it develops, death is assured. Obviously, this is the moment to choose known heads to make Watters' (consenting or not) victims: the adolescent Waschenski or Harp still in bed in the medical cabinet are ideal for this (the priest will have attacked the place to use patients too weakened to defend themselves).

Elimination

Eliminating a larva is not an easy task, but there are several foolproof methods.

- If the larva is injured enough and has no food within reach, it cannot regenerate.
- If the characters were studious during the first part, they have heard about the sonars used to attract and direct the giant worms on Cepheus. It is therefore possible to use these devices (which can be found in the spaceport, the engine room, and Proxima's offices) to attract and trap the larvae. When turned on, the sonars pulse ultrasonic waves, and the hysterical creatures move in its direction. Trapped or launched into space, the larvae follow the sonar.
- Lost for good, the characters may wish these larvae never fall into the wrong hands and prepare to stop or destroy the reactors they have repaired during the second part: the

orbital station then falls onto Cepheus, and the larvae are destroyed during the fusion in the planet's atmosphere.



KEEPERS INFORMATION 30

Security

Park may suspect it, but the intervention team mandated by Deware is not made up of choirboys. Even better, they are not even affiliated with Deware to avoid any inconvenience.

- If Park activates the beacon in his possession, the team will intervene within two hours (or when you deem the timing ideal to add more problems).
- If Park does not activate the beacon, the team will remain in the background until they feel the situation is dire. They were paid to retrieve "The Merchant" briefcase identified by the contract agent (Park), and in the absence of possible communication with Terra Nova and Park, they decide to land at the only available dock. Again, the timing is up to you to streamline the sequence of events.

In any case, it is this ship that patiently waits in the darkness of space, whose reflection Arora was able to see during the first part.

Dock

By default, this is the ALI dock located on level 3, but with a little resourcefulness, the team can disembark via the level 5 airlock by sealing the cord that connects the ship's door to that of the station. It is less obvious, less effective, and less secure, but doable if the situation requires it.

As Deware made sure not to be troubled, she did not inform the intervention team of Park's cover, and the maneuver is targeted like any other occupant of the station if they get in their way. They have a mission, to retrieve the briefcase located by the beacon (which they know contains live creatures).

Depending on your mood, the events played out, and the pace of the game, they can be more or less accommodating, more or less aggressive. They are nonetheless mercenaries hired by a private military company in search of a valuable asset.

Strengths/Weaknesses

The mercenaries are armed, wearing black, airtight suits, oxygen helmets, and magnetic boots. They number 8 and communicate with each other by calling out numbers. They disembark, cold, methodical, discreet, and move quickly and silently toward the beacon, each of them having a sensor implanted directly in their helmet.

They are resilient but still human, unlike the androids faced so far. Conversely, they are armed and can therefore hit, wound, and kill from a distance.

Depending on the situation, they may face the characters, reprogrammed androids by the PCs, Daryl (a Hunter project guinea pig), cosmic larvae... and it is entirely possible to retrieve their suits to take their colleagues by surprise or give a false impression.

KEEPERS INFORMATION 31

Escape/Survive

There is a world where the characters manage to defeat the androids, stop or reprogram them, confront Watters and his creatures or prevent him from getting his hands on the briefcase, not call the intervention team or defeat them, and in general, save the orbital station.

For all other worlds, the PCs will have to escape in one way or another, and the most likely way is on board the "Security" ship.

Accessing the ship

The last step of this scenario, getting inside the ship with a varied horde of adversaries on their heels, should not be an easy task.

- Armed PCs can methodically eliminate the mercenaries one by one and board the ship. The simplest but probably the longest and most risky for the group's mortality. Playing with reprogrammed androids, Daryl, Watters, and cosmic larvae can help the characters achieve their goal.
- They can play the cat and mouse game, lure the intervention team far into the station to bypass them and escape into the ship (there is

always at least one pilot in the cockpit). The beacon is a good way to lure them to the opposite side of the device. Effective but requires discretion and maybe even passing through dangerous areas while encountering larvae or androids.

- Negotiate their escape: if the characters find a way to monetize their lives (by threatening to destroy the contents of the briefcase?), the mercenaries can play down... partially at least. The ship does not have enough seats for all the PCs to occupy it with the remaining mercenaries, so the leader of the latter ("No. 1") asks that one of them remain on the station until help (which will not come) arrives in time.

The third part is to be modulated, adapted, and improvised according to the actions of the characters so far. In this regard, a spectacular way to use or reuse elements already staged in the second part is to take advantage of combinations to reach the ship from the outside of the station as the intervention team advances cautiously inside Terra Nova.

THE ADVENTURE 4

Epilogue Of The Adventure

The epilogue is written with the actions of the characters and their desire for rest or to continue fighting.

- Do they want to return to Aurora, make a statement, be quarantined, and then be released to live happily ever after with a small sum of damages paid by ALI?
- The success or failure of the different objectives creates a trajectory for each of the protagonists. Some may have purged their troubles or sunk deeper into them. They may have gained resilience or be struggling with traumas that will require numerous sessions with a psychologist or to take action to exorcise them.
- Obviously, the most dramatic outcome could be the death of the entire cast of characters, whether in battle against adversaries or voluntarily (by destroying Terra Nova with them on board). In this case, do they leave recorded messages on CommLinks to serve as explanations and warnings?
- If they have retrieved the suitcase with still-living larvae, what do they do with them? Do they use them as evidence with the authorities, as currency for Deware, or as a luxury product to sell on the black market?

In any case, if the players want more, here are some paths to explore, develop, and submit to them to continue this adventure.

Deware

Depending on the events of the third part, the private military company may track down the characters to obtain the information they possess or simply want to eliminate witnesses. Conversely, it is entirely possible that a high-ranking Deware executive proposes that the PCs work for the company, either contractually or independently.

After all, they have a variety of skills and have survived a catastrophic situation. Therefore, they are best placed to adapt and investigate the ramifications related to cosmic larvae...

The Church of Immaculate Incubation

The Church of Immaculate Incubation, led by Callahan, is searching for cosmic larvae to create hybrids that are part-human and part-alien octopus, and the church of this sect is located on 58 Eridani.

The development possibilities of this plot are numerous, between a small group of sectarians going to another planet to desecrate an abandoned alien temple, a killer hired by Callahan to eliminate the characters for revenge, or a terrorist attack by the cult members within the city to transform the population (they will have recovered larvae elsewhere, perhaps from where the crashed ship came from on Tetra 42), or once again, an alliance with the cult to find the origin of these monstrosities (with obviously different objectives) is possible.

Oh, and the money? (one of Park's objectives to which Watters does not have the answer). Part of the cult's funds is provided by Tessaract, a competitor to Deware, which seeks to get its hands on larvae for military purposes and which has said that if the cult were to demonstrate human-larvae hybrids, it would be able to offer or provide the vaccine to annihilate them. With a little luck and a lot of research, at least...

KEEPERS INFORMATION 32

Tetra 42

The ship that Cameron's pirates ("The Merchant") boarded was about to crash on an uninhabited and desert planet (Tetra 42). Deware, the owner of the vessel, had lost track of it some time before and, seeing the larvae for sale on the black market, made the connection. Except that only "The Merchant" knows where the ship drifted after disappearing. If the PCs have the information (via Park or after making Cameron talk), they can go to the planetoid in search of the ship and its contents.

The big surprise upon arrival may be to discover a fauna entirely contaminated by the larvae (whether monkeys, birds, fish, wild boars, etc.). In the crashed ship, if there are no human survivors, one of the pirates may have been transformed, and the information on board may lead to the place where the ship discovered the larvae (at the bottom of an ocean on an unknown planet near a submerged monolith covered in conscious algae?).

THE END.

ACKNOWLEDGEMENTS

There are numerous sources of inspiration that have been used in this scenario, the most apparent and significant being the expanded universe of the "Alien" franchise. However, other sources should not be overlooked, including:

- Examples of popular movies and TV shows that showcase different themes and settings include "Blade Runner," which features replicants, an urban setting, and a detective atmosphere; "Outland," which takes place on an orbital station with a marshal in charge; "Moon," which has a retrofuturistic setting; "Sunshine," which explores the vastness of space and horror; "Event Horizon," which delves into horror in a space setting; and "The Expanse," which deals with factions, social classes, and the dangerous protomolecule.
- In terms of video games, "Dead Space" has the most significant impact with its focus on Unitology worship and the appearance of tentacled necromorphs. "Hellpoint" also embodies the "infernal in space" theme with its inclusion of beliefs and experiments, and "Half-life" and "Resident Evil" similarly explore similar ideas.
- In literature, Garth Ennis' "Caliban" (which exhibits influences from Alien/Dead Space) and Lovecraft's works (which explore the myth of immortal beings residing in the cosmos) can be considered noteworthy examples.

APPENDIX A: DRAMATIS PERSONAE

Statistical profiles are gathered here to enable the GM to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter.

FROST ELLEN

Chief of the dockers and stevedores. 37 years old. Caucasian.

Dry. Square jaw. Circled. Hazel eyes. Chestnut hair pulled back into a short ponytail. Has burn marks on her forearms due to work accidents. Wears a cap, a white tank top, and the suspenders of her green jumpsuit tied at the waist. Has a bad temper but is competent and incorruptible. Knows how to make people respect her. Quick to criticize androids for stealing the jobs of dockers and stevedores.

STR:	13	Move:	8
CON:	12	HP:	23
SIZ:	11	Dex SR:	3
INT:	13	DB:	+0
POW:	14	SAN:	70
DEX:	13		
APP:	12		
BRA:	12		



Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Brawl	1	45	+0	2d3+db

Skills:
Dodge: 45%, EVA: 30%, Drive (Heavy Machinery): 25%, Mechanical Repair: 30%, Operate Heavy Machinery: 30%, Spot Hidden: 35%.

COTTON DARCY

Chief Engineer at ALI. 29 years old. Caucasian.

Blonde. Wears glasses. Brown eyes. Always dressed in a white medical coat. Hardworking. Jokes around. Ambitious. Passionate. Rounds out herincome by selling some of the capsules used on the lab rats (level 3) to Jones (deputy marshal). She suspects that these capsules are what the station calls "Tedium," but doesn't care: people are responsible for their weaknesses, no matter if she's the one behind these overdoses.

STR:	08	Move:	8
CON:	09	HP:	18
SIZ:	09	Dex SR:	3
INT:	16	DB:	+0
POW:	11	SAN:	55
DEX:	12		
APP:	14		
BRA:	13		



Armour:
None.

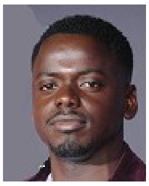
ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3
Body Pistol	2	50	+0	1d6+1

Skills:
Computer Use: 50%, Electronics: 40%, First Aid: 40%, Mechanical Repair: 60%, EVA: 60%, Streetwise: 50%, Spot Hidden: 25%.

BETTANY BRETT

Chief of the workers. 43 years old. Afro-American.

Obese. Solid. Short beard. Steel eyes. Short brown hair. Wears a beige cap and overalls. Wears work gloves. Economical with his words. Quick to enforce workers' rights. Tough in business. Appreciated by those under his responsibility. Can accept a deal if it serves "his" interests.



STR:	13	Move:	7
CON:	14	HP:	30
SIZ:	16	Dex SR:	3
INT:	10	DB:	+1D4
POW:	13	SAN:	65
DEX:	09		
APP:	12		
BRA:	10		

Armour:
None.

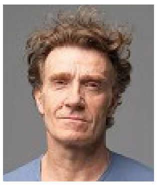
ATTACKS:	ROF	A%	PV	DAM
Punch	1	35	+0	1d3+db

Skills:
Bargain: 50%, Fast Talk: 40%, Intimidate: 50%, Listen: 35%, Navigate: 30%, Persuade: 45%, Law: 20%, EVA: 25%.

THE WASCHENSKIS, HARP & HIS CHILD (LEO & LISA)

Future workers. 45 & 18 years old. Caucasian.

Harp has a fragile health condition. Leo and Lea are 18 years old and poorly dressed. They are humble and always ready to help. They have traveled for a long time and come to work for Proxima, hoping to settle permanently on Cepheus.



Waschenski Harp:

STR:	13	Move:	8
CON:	09	HP:	20
SIZ:	11	Dex SR:	3
INT:	10	DB:	+0
POW:	12	SAN:	60
DEX:	11		
APP:	10		
BRA:	11		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Brawl	1	30	+0	2d3+db

Skills:
EVA: 30%, Drive (Heavy Machinery): 20%, Mechanical Repair: 25%, Navigate: 25%, Operate Heavy Machinery: 20%,Spot Hidden: 25%.

Waschenski Leo & Lea:

STR:	11	Move:	7
CON:	13	HP:	24
SIZ:	11	Dex SR:	3
INT:	09	DB:	+0
POW:	10	SAN:	50
DEX:	11		
APP:	11		
BRA:	10		

Armour:
None.

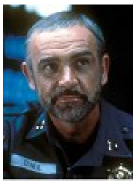
ATTACKS:	ROF	A%	PV	DAM
Brawl	1	25	+0	2d3+db

Skills:
EVA: 20%, Drive (Heavy Machinery): 15%, Mechanical Repair: 20%, Navigate: 20%, Operate Heavy Machinery: 15%, Spot Hidden: 25%.

O'NEIL KENNETH

Marshal. 50 years old. Caucasian.

O'Neil has a salt and pepper beard and short white hair. He wears a navy blue cap and uniform and speaks with a Scottish accent. He often groans when he has to stand up due to his back pain. O'Neil has a white knight syndrome, and despite appearing strict and unapproachable at first, he softens quickly when given the chance. He is currently focused on understanding the source of the Tedium traffic that is plaguing the station, which is made up of workers, dockers, and laborers who are overdosing.



STR:	13	Move:	8
CON:	15	HP:	28
SIZ:	13	Dex SR:	3
INT:	12	DB:	+1D4
POW:	14	SAN:	70
DEX:	11		
APP:	12		
BRA:	11		

Armour:
6AP Riot Body Armour.

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	55	+0	2d3+db
M44 TASER	2	60	+0	2d6+10*

*vs CON

Augmentations:
Cat's Eyes (Bio).

Skills:
Intimidate: 50%, Law: 50%, Spot Hidden: 45%, First Aid: 40%, Psychology: 40%, Fast Talk: 30%, Navigation: 25%, EVA: 25%.

JONES JADA

Deputy Marshal. 41 years old. Afro-American.

Stocky. Medium-length hair. Silent. Observant. Sharp-tongued. Former demobilized military, sidelined because she refused to take part in confrontations against settlers. She is nervous and evasive. Having found pills in the pockets of a station prostitute (Candy Davies), she contacted the chief engineer at ALI (after Cotton had given some pills to Candy in exchange for her services) to establish a distribution network. She collects the drug from Cotton and passes it on to Candy and some dockworkers who do the same with clients and workers. She came up with the idea to name the chemical compound "Tedium." She enjoys supplementing her income in this way as a revenge on her aborted military career and a snub to her former morality, but Ballard's death has made her uneasy.

STR:	12	Move:	8
CON:	14	HP:	23
SIZ:	11	Dex SR:	3
INT:	14	DB:	+0
POW:	12	SAN:	60
DEX:	13		
APP:	08		
BRA:	13		



Armour:
6AP Riot Body Armour.

ATTACKS:	**ROF**	**A%**	**PV**	**DAM**
Unarmed Cmbt	1	40	+0	2d3+db
M44 TASER	2	50	+0	2d6+10*

*vs CON

Skills:
Spot Hidden: 50%, Sneak: 45%, Psychology: 40%, Persuade: 35%, EVA: 30%, First Aid: 25%, Intimidate: 25%.

CAMERON ISAAC

"The Merchant" (smuggler and pirate). 53 years old. Caucasian.

Stocky. Bald. Blue-ringed eyes. Gray goatee. Always scowling. Rough. Abrupt. With his crew, he boarded a drifting vessel belonging to Deware that was about to crash on an uninhabited, desert planet (Tetra 42). Inside were some kind of unknown dwarf octopuses in refrigerated vials… and monstrous occupants (cosmic larvae). His entire crew was slaughtered, and Isaac fled with a suitcase that he put up for sale on the black market. Deware purchased it but refused it and turned to the second bidder: a mysterious character named "Barcode." Bitter about the death of his men, his only family, Cameron wants nothing more than the money attached to it to forget.

STR:	13	Move:	8
CON:	12	HP:	23
SIZ:	11	Dex SR:	3
INT:	12	DB:	+0
POW:	12	SAN:	50
DEX:	13		
APP:	10		
BRA:	10		



Armour:
4AP Personal Body Armour.

ATTACKS:	**ROF**	**A%**	**PV**	**DAM**
Punch	1	50	+0	1d3+db
Knife	1	45	+0	1d6+db
M13 Body Pistol	3	60	+0	1d6+1

Augmentations:
Attention Coprocessor (Cyber).

Skills:
Bargain 55%, Climb 45%, Dodge 55%, First Aid 45%, Navigate 30%, Pilot (Small Craft) 50%, Sneak 50%, Spot Hidden 50%, EVA 35%.

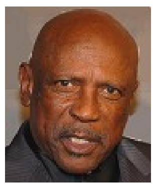
WATTERS IDRIS

"Millenarian" priest and... "Barcode." 52 years old. Afro-American.

Sunken cheeks. Bald. Beardless. Shaved eyebrows. Priest's cassock. Poorly fitting white collar (barcode tattoo on the neck visible in certain circumstances). Former prisoner of a high-security prison, which earned him his tattooed matriculation number on his neck and his shoddy shaving to prevent ticks and lice. Became a believer in prison. Upon his release, he was approached by the Church of Immaculate Incubation, a sect that believes that humans should evolve into… something else and which seeks signs of this change.

Under the guise of a respectable "Catholic" priest, Watters proselytizes for the Church of Immaculate Incubation in Terra Nova and remains attuned to the signs of the "end of this world." He tries to recruit workers and dockers, the population that most needs to cling to a "certain hope," with the cult's desire to establish itself on Cepheus in order to obtain a planet dedicated to the medium-term. The cult leader, Callahan, contacted him a week ago to inform him that he would receive a visit from "The Merchant" who would give him the proof they have been waiting for and that he should demonstrate it to the world.

STR:	10	Move:	8
CON:	11	HP:	22
SIZ:	11	Dex SR:	3
INT:	13	DB:	+0
POW:	14	SAN:	60
DEX:	14		
APP:	09		
BRA:	13		



Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	55	+0	1d3+db
Knife	1	50	+0	1d6+db

Skills:
Persuade 40%, Climb 40%, Dodge 60%, Fast Talk 50%, First Aid 60%, Firearms (Handgun) 50%, Data analysis 60%, Religion 45%, Law 40%, Sneak 50%.

COSMIC LARVAE

Parasitic horror

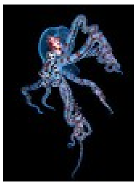
The Cosmic Larvae are a parasitic species that requires a host to survive and reproduce. Once the larvae have taken over their host's body, they begin to manipulate their genetic code, causing drastic physical changes. The result is a new creature, commonly known as a Necromorph.

The Cosmic Larvae possess several unique abilities that make them incredibly dangerous. They can survive in the vacuum of space and are highly resistant to extreme temperatures and radiation. Additionally, they have a telepathic connection with their host, allowing them to control their actions and even communicate with other infected individuals.

Encountering a Cosmic Larvae is a rare and terrifying experience. The creature appears as a writhing mass of tentacles and glowing orbs, with a central, pulsing core that serves as its brain. The larvae can infect any organic creature and their transformation is quick and gruesome.

Adventurers who find themselves facing a Cosmic Larvae must exercise extreme caution. The creature's telepathic abilities make it difficult to predict its actions, and its mutated hosts are highly aggressive and nearly indestructible.

STR:	12	Move:	8
CON:	18	HP:	23
SIZ:	05	Dex SR:	3
INT:	08	DB:	+0
POW:	10	HF:	-
DEX:	16		
APP:	n/a		
BRA:	10		



Armour:
None.

ATTACKS:	SR	A%	PV	DAM
Improved Grab	8	60%	n/a	1D6+db
Strangulation	8	50%	n/a	2D6+db
Constrict	2	50%	n/a	1D10+1+db

Skills:
Athletics: 60%, Hide: 70%, Track: 60%, Listen: 50%, Spot: 50%, Stealth: 70%

Special Abilities:

- Tentacles: The Cosmic Larvae has eight tentacles, each of which can be used to grab, strangle, crush, and twist its prey.
- Invisibility: Like some deep-sea fish, it has an "ultra-black" skin that makes it almost invisible. Its melanin allows it to absorb 99% of the light that touches its skin, making it a mere silhouette once it has taken complete control of its host. It has a Hide skill of 70%.
- Sedative Spit: It can spit a black juice (like ink or oil), which is stinging and sedating. It has an Intimidate skill of 60%.
- Regeneration: It is capable of completely regenerating itself if it ingests prey (more specifically, blood).
- Absence, Paralysis, and Stuttering: When it erupts from the cranial box and takes control of its host, it causes absences, paralysis (stroke-like), and stuttering.
- Incubation/Transformation: Depending on the timing, the incubation/transformation period can vary greatly.
- Fertilization: The creature holds its prey (via its tentacles or the sedative effect of the juice it excretes) and then inserts one of its tentacles into the victim's mouth down to its stomach. There, each of the suckers releases an octopod embryo, of which only one will mature by devouring the tentacle that detaches during insemination.

NECROMORPH

Extraterrestrial infection

Necromorphs are mutated corpses reshaped into horrific new forms by a recombinant extraterrestrial infection derived from a genetic code etched into and transmitted by the Cosmic Larvae. The resulting creatures are extremely aggressive and will attack any uninfected organism on sight.

The sole purpose of all Necromorphs is to acquire more bodies to convert and spread the infection. They are extremely hardy and capable of surviving in lethal environments such as the vacuum of space. This implies a total lack of respiration or reliance upon vascular activity, which explains the Necromorphs' resistance to wounds that would cause massive blood loss due to hemorrhaging in uninfected humans. Many Necromorphs feature yellow, luminescent tumor-like growths or pustules; these sacs often explode violently when ruptured.

STR:	22	Move:	8
CON:	21	HP:	37
SIZ:	16	Dex SR:	3
INT:	03	DB:	+1D6
POW:	03	HF:	1/1D6
DEX:	15		
APP:	n/a		
BRA:	17		



Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Bite	1	40	+0	1d4+db
Unarmed Cmbt	1	60	+0	2d3+db

Skills:
Athletics 60%, Dodge 50%, Intimidate 60%, Listen 50%, Stealth 50%, Unarmed Combat 60%

Special Abilities:

- Regeneration: Necromorphs have the ability to regenerate damage quickly, healing 1D6+2 points of damage per round. Only fire or explosive damage is effective in slowing their regeneration.
- Infectious Bite: A successful unarmed attack by a Necromorph can infect a living victim with the Necromorph virus, which will turn them into a Necromorph after a few hours.
- Morphing: Necromorphs have the ability to change their shape and form, adapting to different environments and situations. This allows them to move through vents, crawl on walls, and attack from unexpected angles.
- Limb Detachment: Necromorphs can detach and throw their limbs as ranged weapons, dealing damage based on their STR.

CORY (x3)

Seegson android

The Seegson androids are a line of synthetic humanoids created by the Artificial Life Incorporated. These advanced androids are designed to look and behave like humans, but are vastly superior in strength and intelligence. With their perfect physical form and advanced processing capabilities, they are ideal for completing tasks too dangerous or difficult for human workers. However, their advanced abilities and potential for manipulation and subterfuge make them a potential threat to human crew members.

STR:	15	Move:	8
CON:	12	HP:	24
SIZ:	12	Dex SR:	3
INT:	16	DB:	+1D4
EDU:	15	STA:	80
DEX:	16		
APP:	14		
BRA:	11		



Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	40	+0	1d3+db

Augmentations:
Datajack (Cyber), Eye Recording Unit (Cyber), Muscle Replacement (Cyber), Reaction Enhancers (Cyber).

Skills:
Computer Use: 60%, Electrical Repair: 50%, First Aid: 50%, Language (English): 70%, Mechanical Repair: 50%, Navigate: 50%, Operate Heavy Machinery: 50%, Persuade: 30%, Pilot: 50%, Science (Synthetics): 70%, Stealth: 50%.

CORY 3

Medical assistant

Indefinable age. Average height. White coat. Calm. Cold. Direct assistant to Doctor Ballard until his death. Cory 3 thus becomes the direct assistant to Aberdeen (PC) upon his arrival. Cory 3 calls all doctors "doc". If observed while performing a specific task, an expert notices that the android's movements are less precise than expected. This is surprising for this model of android whose main interest is safe surgical gestures. Aberdeen (PC) is best placed to notice this, but given the doctor's history and personal problems, it is potentially a source of relaxation: it allows him to relax somewhat under pressure. However, this is a notable indication that Cory 3 is experiencing malfunctions: no one has noticed, but it is no longer connected to the OC7 operating system, becoming gradually autonomous and... losing visual acuity, which is reflected in its movements.

ARNIE (x20)

Working Joe

As the colony's security needs grew, Terra Nova Station turned to the Working Joe line of androids to serve as security agents (navy blue uniform) or dockers (green uniform).

Working Joes are humanoid androids with a sleek and minimalist design. They are typically around 1.80m tall and have a neutral facial expression with bright blue eyes. Their bodies are composed of white plastic-like materials with a blue accent on their shoulders, chest, and back. They have a transparent plate on the back of their skull, revealing a complex network of circuitry and wiring. Overall, they have a utilitarian appearance that is both unremarkable and slightly unsettling.

STR:	15	Move:	8
CON:	12	HP:	24
SIZ:	12	Dex SR:	3
INT:	12	DB:	+1D4
EDU:	12	STA:	60
DEX:	16		
APP:	09		
BRA:	11		



Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Firearms	var	50	var	var
Close Cmbt	1	70	+0	2d3+db

Augmentations:
Muscle Replacement (Cyber), Reaction Enhancers (Cyber).

Skills:
Athletics: 60%, Dodge: 40%, First Aid: 40%, Intimidate: 50%, Listen: 50%, Spot Hidden: 40%.

MIRANDA (x 6)

Shop assistant

The "Miranda" models, dedicated to commerce, have a functional outfit in relation.

The Miranda model is a highly sophisticated android designed specifically for commercial purposes. They are often used in retail stores or other customer-facing businesses to provide customer service, answer questions, and even make sales.

These models are typically designed to be attractive and engaging, with the ability to hold conversations and make small talk. They are equipped with a wide range of sensors and cameras that allow them to analyze customer behavior and preferences, making them an invaluable asset to any business looking to maximize their profits.

STR:	13	Move:	8
CON:	13	HP:	24
SIZ:	11	Dex SR:	3
INT:	14	DB:	+0
EDU:	14	STA:	70
DEX:	15		
APP:	16		
BRA:	10		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	40	+0	1d3+db

Augmentations:
Voice Modulator (Cyber).

Skills:
Commerce: 80%, Persuade: 70%, Fast Talk: 50%, Disguise: 40%, Sleight of Hand: 40%, Spot Hidden: 50%, Listen: 50%, Conceal: 40%, Credit Rating: 70%, Language (English): 60%.

DEWARE PMRC (x8)

Private Military Response Contractor

The PMRC is a highly trained and specialized mercenary hired by private military companies to deal with high-risk situations. These individuals are skilled in combat, tactics, and survival, and are often equipped with state-of-the-art technology and weaponry.

PMRC operatives are typically former military personnel or law enforcement officers, with extensive training and experience in combat and crisis response. They operate in small teams and are used to dealing with difficult and unpredictable situations, making them valuable assets in a variety of scenarios.

Overall, PMRC operatives are tough, adaptable, and highly effective individuals, capable of dealing with almost any challenge that comes their way.

STR:	13	Move:	8
CON:	13	HP:	26
SIZ:	13	Dex SR:	3
INT:	12	DB:	+1D4
POW:	12	SAN:	50
DEX:	13		
APP:	10		
BRA:	14		

Armour:
8AP Combat Body Armour.

ATTACKS:	ROF	A%	PV	DAM
Firearms	var	60	var	var
Close Cmbt	1	50	+0	2d3+db

Skills:
Stealth: 50%, Demolitions: 40%, First Aid: 40%, Navigation: 40%, Survival: 40%, Language (English): 50%.

APPENDIX B: SAMPLE PREGENS

Some ideas for player characters to be used with this adventure.

JOHN TORRENSEN

Construction worker

You are passing through the station. The journey has been long, but it's not like you had a choice: the future is your only hope. You are heading to Cepheus, the planet that is currently being terraformed. Proxima, the company that hired you and manages the various construction sites on the ground, needs to build a city around the current colony. The work started nearly four years ago, but it's said that there will be at least a dozen years left to complete it. That's plenty of time. The work will be difficult, but it doesn't scare you. Better yet: you will be paid for it. Proxima always needs labor, and the bonus is interesting: weekly payment and the promise of a plot as private property to settle down if you stay until the end of your contract.

STR:	14	Move:	8
CON:	14	HP:	27
SIZ:	13	Dex SR:	3
INT:	14	DB:	+1D4
POW:	12	SAN:	60
DEX:	14		
APP:	12		
BRA:	13		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	50	+0	2d3+db

Skills:
Athletics: 50%, Craft (Mechanical): 50%, Navigate: 40%, EVA: 30%, Survival: 40%, Firearms (Handgun): 30%.

Notes:
You're not old enough. You haven't reached the legal age to work. Your parents died in a mine on the distant planet where you come from (invent a name if you mention the place). For several years, you lived on the streets, survived rather. You bought something to falsify your ID card. The living conditions that made you age faster than other adolescents your age and your (relative) tall stature allowed you to deceive and get hired on this important construction site. That's a chance to start your life over. To start it, in truth.

ALEXI PARK

Covert agent for Deware

You've always been going from one construction site to another, but now you're looking for some stability. You applied for one of the job offers from the orbital stations located at the frontier of known space, because you knew these places always need labor. You arrive at Terra Nova to take care of maintenance, handling and unloading: just what you need to become a true space docker.

STR:	13	Move:	8
CON:	14	HP:	30
SIZ:	16	Dex SR:	3
INT:	11	DB:	+1D4
POW:	09	SAN:	45
DEX:	14		
APP:	12		
BRA:	12		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	45	+0	1d3+db

Skills:
Survival: 60%, Persuade: 40%, Spot Hidden: 50%, Sneak: 50%, Firearms (Handgun): 50%, Mechanics: 40%, Pilot: 50%, Navigation: 50%, First Aid: 40%, Fast Talk: 30%, Powerloader: 20%.

Notes:
Anyway, that's the lie you tell. You could have continued to do odd jobs, but what a bland life! When you were approached by a private military company, you jumped at the opportunity: challenge, taste for risk, adrenaline. You've been an agent of Deware for several years, a chameleon who arrives in a place, carries out his/her mission and leaves, under one identity or another. Beware, you're not paid to kill and you think that's what makes you someone with a moral code. Besides, if you don't like rumors about your employer, you know you have to avoid sticking your nose where it's not allowed, or you won't live long...

Your mission:
A pirate (Isaac Cameron, aka "The Merchant") has put an object of interest on the black market. The object was coveted by Deware but escaped their grasp. The buyer (unknown, aka "Barcode") has arranged a transaction with "The Merchant" on the station this week. Deware helped you get hired at the last minute, and you were able to board the same shuttle as "The Merchant", whose appearance you know. In your toiletry bag that traveled in the hold, you have the materials to make an improvised gun with two bullets and a beacon (2x2cm) that can locate you and alert a response team. All communication with the response team is forbidden, as the waves can be detected.

FRANCIS ABERDEEN

Replacement physician

Proxima, the construction company that owned Terra Nova, was urgently looking for a doctor. Paul Ballard, the previous doctor, had suddenly passed away, and they needed someone who could replace him and settle in quickly. It just so happened that this was exactly your profile. You jumped at the opportunity. You packed your bags, took your few valuable items and headed for the frontier of known space, hoping to find a stable job and kind and competent colleagues.

STR:	11	Move:	8
CON:	10	HP:	26
SIZ:	16	Dex SR:	3
INT:	15	DB:	+1D4
POW:	12	SAN:	60
DEX:	14		
APP:	13		
BRA:	12		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	35	+0	1d3+db

Augmentations:
Biorobotics, full limb (Cyber).

Skills:
Medicine: 70%, First Aid: 60%, Science (Biology): 50%, Persuade: 40%, Psychology: 40%, Pilot (Small Craft): 30%, Mechanical Repair: 20%, Navigate: 20%, Stealth: 30%, Firearms (Handgun): 40%.

Notes:
If they chose you, it's because they are desperate. You worked as a field doctor on a distant planet where the company that owned the place and the settlers were at odds with each other. You were severely injured in the leg, and you have been wearing a robotic prosthesis that sometimes makes you limp ever since. But you are in pain. At least, you used to be. You became so accustomed to the medicine that countered this pain that, right or wrong, you became dependent on it to the point of making mistakes. Back at a civilian medical post, one of your patients died on the operating table, and you

were guilty of negligence. You paid your dues and were blacklisted... until you saw this ad. Your lucky break, in your misfortune, was that you were one of the few people available immediately. You know they must have checked your file, and the administration knows, but there's a chance that the information hasn't leaked on-site. If you handle things well, this might be your chance to start over. You haven't touched anything in a month, and if your hand still trembles, this opportunity might be your redemption. Come on, don't mess up this time.

ALEXEI ORORA

Station Technician

You are familiar with this model of orbital station. It's not the first time you have walked through a Proxima spacecraft to grant your certification for the next six months. You like to believe that you are an expert in everything related to control, repair, and maintenance of this type of imposing installation. Even though you will have to work according to the station's checklist mentioning the different verification points, you already know how you will spend the next week before returning to Aurora: external communication relays, elevators, ventilation, centrifuge. The influx of workers and future colonizers changes things a bit, but it's only a variation in your usual tasks, in your well-regulated routine. Just like a nail always requires a hammer, there is no reason why things should be different here. Come on, do it quickly and well.

STR:	12	Move:	8
CON:	14	HP:	26
SIZ:	12	Dex SR:	3
INT:	14	DB:	+0
POW:	10	SAN:	50
DEX:	14		
APP:	12		
BRA:	12		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	35	+0	1d3+db

Skills:
Electrical Repair: 65%, Electronics Repair: 60%, Zero-G Operations: 50%, Mechanical Repair: 50%, Computer Use: 40%, Pilot (Spacecraft): 40%, First Aid: 30%, EVA: 20%, Firearms (Handgun): 40%

Notes:
At least, that's what you're trying to repeat to yourself. If you keep your head on your shoulders, there is no reason why things should go wrong. Everything will be fine. Your judgment is simply somewhat altered by lack of sleep. You would like to sleep, but it's difficult since your love has died (you have to invent the causes, gender, and name of this character). Even more so since this person haunts you and continues to talk to you, to advise you, to torture you, and always to disturb you. Yes, you weren't present enough, yes, you were always on another station repairing something rather than taking care of your relationship. Now, it's too late: you have to focus. And not to sink.

LENA SULLIVAN

Specialist in Artificial Intelligence (AI).

You are a specialist in programming, computer systems, and Artificial Intelligence (AI). No one understands what you do, but you love your job. Sometimes this reality bothers you, but often you don't care about humanity: machines are easier to understand. You arrive at the Terra Nova station to take care of the update of the OC7 operating system governing the home automation and all the androids that work there in order to overcome potential security flaws.

STR:	10	Move:	8
CON:	14	HP:	30
SIZ:	16	Dex SR:	3
INT:	16	DB:	+1D4
POW:	13	SAN:	65
DEX:	12		
APP:	14		
BRA:	08		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	35	+0	1d3+db

Augmentations:
Datajack (Cyber), Math SPU (Cyber).

Skills:
Computer Use: 70%, Electronics: 60%, Programming: 80%, Repair: 60%, Science (Computer Science): 70%, Spot Hidden: 40%, Persuade: 25%, Fast Talk: 25%, Dodge: 30%, EVA: 40%.

Notes:
This is totally false. There is no update of OC7 currently, but ALI, the company that just poached you from a competitor, needed an excuse to have you come work on the station owned by Proxima, the space construction company.

You join the "Research and Development" department of ALI, and the secret one dedicated to militarized androids is located on level 3 of Terra Nova, away from prying eyes and any industrial espionage, on the border of known space. You don't know much more about it, the end result won't be for tomorrow, but this promising future project promises to be exciting.

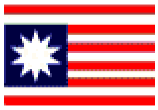
APPENDIX C: HANDOUTS

INVESTIGATORS HANDOUT 1

Orbit 5: Cepheus Class 3 Colony



Orbit Radius	185 800 000 km (0.722 AU)
Type	Rock
Density	1.0
Diameter	10,472 km
Gravity	0.91 G



ATMOSPHERICS / ORBIT

Atmosphere	Thin
Pressure	0.02
Composition	Oxygen/Nitrogen mix
Orbital period	314 days
Rotational period	22 hours

WATER

Water	Seas
% water	40
% ice	18
% clouds	30

TEMPERATURE / SATELLITES

Polar	-150°C
equatorial	50°C
Satellite	0

UNUSUAL FEATURES

MINERAL RESOURCES

Metal ore	35
Radioactive ore	10
Precious metal	7
Raw crystal	8
Precious gems	12

Description:

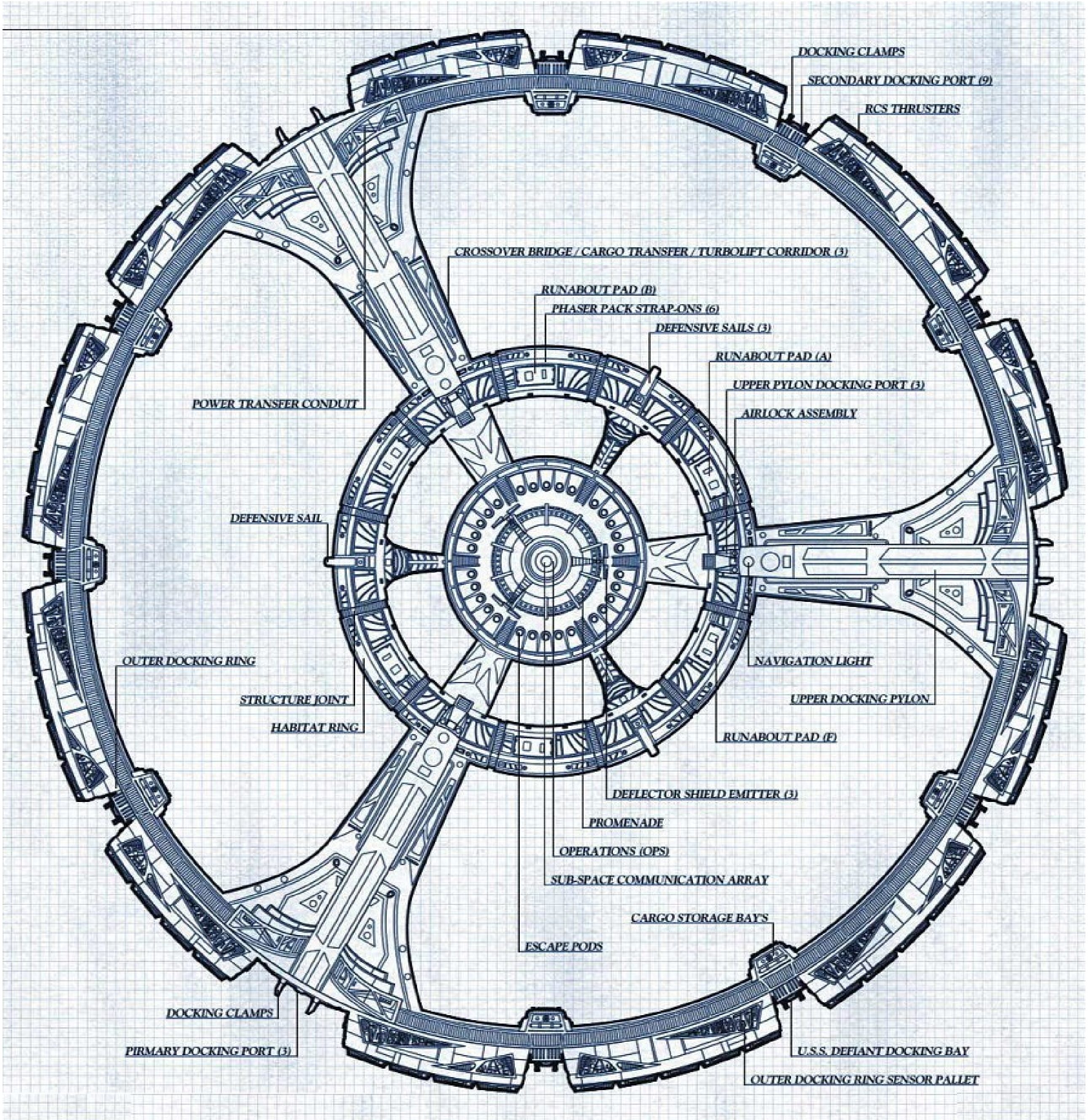
Cepheus is the fifth planet in the star system. Cepheus is a rocky planet with a similar size to Earth, but its atmosphere is currently too thin to support human life. Its surface is rocky and barren, with craters, mountains, and valleys spread across the landscape.

Cepheus orbits its star in an elliptical orbit, with an average distance of about 186 million kilometers. Its orbital period is 314 Earth days, and the planet experiences extreme temperature fluctuations throughout the year, with temperatures ranging from -150°C to 50°C.

Despite the harsh conditions, Cepheus is a promising candidate for terraformation because it has abundant resources such as water and minerals. It also has a weak magnetic field, which means that it is vulnerable to solar winds that can strip away its atmosphere.

To terraform Cepheus, the first step would be to thicken its atmosphere by releasing gases that can trap heat and create a greenhouse effect. This would raise the temperature and make the planet more habitable. Next, the planet's surface would need to be modified to support plant and animal life. This could involve introducing organisms that can thrive in Cepheus' harsh environment and gradually transforming the landscape into a more hospitable habitat.

MAP 1: SECURITY CONTROL



HOPE'S LAST DAY

by Free League Publishing & ChatGPT

Hope's Last Day tells the story of the final hours of Hadley's Hope, all through the eyes of five colonist workers. It offers a brief taste of Cinematic gameplay and drops the players straight into the action. The pre-generated characters all have their own Agendas, Buddies, and Rivals, but together they have one desperate collective mission: to escape LV-426 alive.

"Woe to the man whose heart has not learned … to hope."

Axel Heyst

KEEPERS INFORMATION 1

Introduction

Hadley's Hope is a "shake and bake" colony located on the moon LV-426. Established in 2157, the colony is a terraforming, research, and mining facility, and a new home to its pioneers. By 2179 there are 158 colonists there, and the first natives of LV-426 had been born. The giant processors are changing the atmosphere: now breathable, but still choked by dense clouds and wracked by electrical storms. The sky is always gloomy, more like night than day. Even when the sun is above the horizon it's often hidden behind the giant form of Calpamos, LV-426's parent planet.

Some said building the colony was unwise. The moon hadn't even been mapped in 2157, the weather would make life a constant struggle, and the violent geology made it feel as if the world didn't want anyone there at all. Yet someone at Weyland-Yutani allocated the budget and gave the green light, and so Hadley's Hope was founded. Supervisor Al Simpson got stuck into the job and the colonists soon learned to live with LV-426's quirks. it wasn't long before they were making a success of this most unlikely of colonies.

KEEPERS INFORMATION 2

The Situation

Whether through corporate duplicity, or the foolish actions of one corporate executive, a wildcatter had been sent to check out the so-called alien ship that Ellen Ripley had reported after her first visit to LV-426. Now, Hadley's Hope is in real trouble. After Russ Jorden returned infected by a Facehugger, Supervisor Simpson sent more people to inspect what Jorden had found, only for them to return infected, too.

The Chestburster born from the doomed Jorden disappeared into the base and grew fast. It was soon joined by others, their instincts driving them to build a hive, to capture hosts and transform them into Ovomorphs until the time a Queen is born. Within days, ten Xenomorph Drones were hiding in the colony. Some colonists tried to flee, but they were quickly captured by the Xenomorphs, and taken to Processor 1 to start the hive proper.

When a Weyland-Yutani inspection team led by company agent Miranda Reynolds arrived and saw what was happening, they discreetly began prepping their shuttle to leave. The remaining colonists armed themselves with whatever weapons they could find and barricaded themselves into a sublevel storage area, clinging to the desperate hope of safety in numbers.

THE ADVENTURE 1

Introduction

Read the following to the players:

> *Hadley's Hope, jointly funded by Weyland-Yutani and the United Americas, has a "them and us" feel to it, with any visiting corporate folk looking down their noses at the colony's laborers. Despite this, the colony has been developing well. There's opportunity aplenty–and risk aplenty, too.*

> *Four days ago, a wildcatter named Russ Jorden was brought back, infected with something. He died, and some snake-like parasite disappeared into the guts of the base. Security has had no luck catching the thing, and somehow more people were infected. Rumor has it that some of them have died, and that there are more of these snake-things than Supervisor Simpson is admitting to. Simpson spoke over the intercoms, calling for calm.*
>
> *Crisis or not, you have a job to do. Twenty-four hours ago, you headed out on a maintenance run to Processor 9, happy to leave base until the crisis blows over. Ten kilometers out, Singleton's tractor gave up the ghost. A nasty, mechanical crunch told you it wasn't going any further. Calls back to Hadley's Hope got a cursory response: you were told to wait, and they'd get to your little problem when they had the time.*
>
> *While you waited, you got to talking about the crisis and the Weyland-Yutani corporate shuttle that arrived right before you left. The shuttle carried an inspection team led by company agent Miranda Reynolds and her chief scientist Theodora Komiskey. Sigg relayed something he'd overheard–a hushed conversation about the shuttle being quickly and quietly readied for departure. Reynolds and Komiskey are likely the only two who can authorize its use, and the only two with the access keycards needed to use it. For all you know, it was Reynolds who ordered Jorden out there in the first place. It's not right for the Weyland-Yutani reps to just skip out and leave you–the workers–to clean up this bloody mess! If things go bad, why shouldn't you get those keycards and get away instead?*
>
> *A day has passed, and you've still heard nothing. All further attempts to contact Hadley's Hope have been fruitless. No one is coming to help. The only communications you pick up on are garbled, panicked even. There's no option but to walk back, and see what the hell is going on…*

THE ADVENTURE 2

Kicking off the action

As the scenario starts, the team staggers into the West Airlock (see Locations, below), weary from their long walk. The PCs hear a distant voice talking over the intercom. It's obscured by static but they can make out the following:

> *"This is an emergency message. All colonists must immediately assemble at the main storeroom on the sub-level for safety."*

After several repeats, the message cuts off with an electronic screech, and the PCs get no response if they try the intercom.

In that deadened silence they hear a gunshot and a lonesome scream that echoes through the ventilation ducts: it could have come from anywhere. Anyone who could really help – the colony' research team, security detail, Supervisor Simpson and the rest of the administration – are nowhere to be found.

Something is seriously wrong, and it's time to start planning how to get the hell out of Dodge. The players should be thinking about finding Company Agent Reynolds or Dr. Komiskey and their keycards, and they know where they are likely to be found: the offices on blocks C2 and E1.

KEEPERS INFORMATION 3

Let the players explore the base freely, but feel free to nudge them toward Reynolds and Komiskey if they seem lost. The scene begins as several Xenomorphs hide in the base.

Hidden Xenomorphs

At the beginning of the scenario, several type XX121 Xenomorphs are present in different locations, as listed below. They are not initially aware of the presence of the PCs, but will become hostile when they detect a PC or when the GM decides to intensify the challenge for the players.

- Drone in Block A near the North Lock
- Scout in the Command Crew Quarters, Block B2
- Facehugger in the vent shafts of Block C1
- Drone in Block E1 near the South Lock
- Facehugger trapped in the Medlab, Block E2 (with Dr. Komiskey)
- Drone outside Billy's Bar
- Additional Xenos can be introduced during the scenario, see Keepers Information #5, Events

KEEPERS INFORMATION 4

Searching For Gear

> *RIPLEY:*
>
> *So no weapons of any kind?*
>
> *ANDREWS:*
>
> *Some carving knives in the Abattoir, a few more in the mess hall. Some fire axes scattered about – nothing terribly formidable.*
>
> *RIPLEY:*
>
> *Then we're fucked.*

Should the PCs want to search for gear, it takes them one additional Turn to search one location (zone). Only one PC can roll, but others can help. If a Spot Hidden check succeeds, roll once on the following table. The PCs can only search each location once:

2D6	ITEM FOUND
2	VP78 (no reloads)
3	Fire axe
4	Fire extinguisher
5	Cutting torch (Power Supply D3)
6	Heavy tool
7	Pack of cigars
8	Medkit
9	Power cell (Power Supply D3)
10	1D3 sets of heavy work coveralls (AP3)
11	Motion tracker (Power Supply D3)
12	Incinerator Unit



HADLEY'S HOPE

The following section contains the main scenario locations. See the corresponding maps on the previous pages. Some familiar areas of the Hadley's Hope colony, such as the Air Traffic Control station and the atmospheric processors, are not included as the PCs have no compelling reason to visit these locations during this scenario.

West Lock

Away from the main body of the base, there's no noise here except the soft hum of the colony and the squeal of the wind. The ready room is big, with metal benches and mesh-framed lockers. The lighting is always dim, and the place has a dusty and disused smell about it.

Block A

A1 – Offices:

The section primarily serves as communal office space for the colony. However, due to the busy nature of this area, it tends to get quite messy. Coffee cups are left lying around, and the bins are often overflowing. Additionally, it's important to note that there is a Drone Xenomorph in the vicinity of the North Lock. While this creature is currently passive, it's best to exercise caution when moving around the area to avoid any potential danger.

A2 – Housing:

The housing area, on the other hand, consists of large family apartments that are uncomfortably noisy due to the air conditioning and heating ducts for the base situated above. The heating system has sprung a leak, resulting in scalding water puddles all over the floors, turning the place into a veritable sauna with soaked carpets. The PCs will have to navigate through the waterlogged floors with difficulty, incurring a -10% penalty to stealth skill when sneaking.

Block B

B1 – Offices:

The offices designated for official colony workers are eerily silent, with not a sound to be heard except for the hum of the flickering fluorescent lights overhead. However, the space is far from pristine – papers are scattered haphazardly across desks, half-empty coffee cups are left to grow cold, and dust coats every surface.

B2 – Command Crew Quarters:

The upper level of Hadley's Hope's central block is a restricted area accessible only to command personnel with keycard access. However, with a difficult COMTECH roll (-20% penalty), the locks can be bypassed. The area includes an office, operational ready room, and armory. Beware of a Scout Xenomorph is lurking here.

The armory is located in the southwest corner of the ready room, with charts and rosters pinned on the walls. The armory door is heavily armored (AP 4) and requires a significant amount of damage (12 points) to break down. Unfortunately, the Admin and Security keys are missing, leaving only one Armat Model 37A2 12 Gauge Pump Action shotgun and one VP78 Revolver with two reloads each.

Block C

C1 – Commercial Offices:

Silent as the grave, the executive boardroom sits empty, awaiting the return of its corporate masters. But lurking in the shadows, a Facehugger lies in wait. Its breathing shallow, it remains still as stone, until the sound of approaching footsteps sets it into motion. Suddenly, the air is filled with the sound of its hissing breath as it launches itself at the PCs, its mission to implant its young into a new host.

C2 – Corporate Offices:

Weyland-Yutani's offices are all on C2, the upper floor with windows that offer a gloomy view. The office of supervisor Al Simpson is located here, in the north-east corner, recently commandeered by corporate agent Miranda Reynolds. If the PCs enter this office, they'll find Reynolds in a chair facing away from the door. She seems to be sitting quietly with her head down, snoozing maybe. A small ventilation grill overhead has been battered free and the vent itself is twisted as if whatever exited it could barely fit through the space.

Reynolds' keycard hangs around her neck on a Weyland-Yutani lanyard. She is dead, however, having been brutally killed by a Drone. Her face and neck are a bloody mess (SAN 0/1D3 to all who see her). If a PC removes the keycard and wipes the gore away, they realize it's destroyed.

On the desk, spattered with Reynolds' blood, is a small hand-held comms device, linked to Dr. Komiskey. A light on it is blinking. Komiskey has been desperately trying to call Reynolds for help, ever since she awoke trapped in the Medlab. If the PCs answer, they can talk to Komiskey, who is in E2. She is in shock, sounding vague and distant. She asks for help (see E2).

If the PCs linger the Xeno that killed Miranda will return to collect her body as raw materials for the hive.

Block D

D1 & D2 – Recreation & Family Services:

As the PCs enter Block D, they can feel the eerie emptiness of the abandoned school rooms, gym, and games rooms. The once vibrant conference room, Town Hall, is now eerily quiet, with chairs and tables overturned and papers scattered across the floor. The quiet rooms are a stark contrast to the chaos that has taken over the rest of the colony, and it's hard to imagine the peaceful moments that once took place here. The silence is broken only by the sound of the PCs' footsteps as they explore the desolate block, searching for any clues that might help them survive.

Block E

E1 – Labs & Boiler Room:

The east side houses the geology labs, which track the progress of LV-426's terraforming. The west side holds the engine room of the colony, affectionately known as "The Boiler Room." The research offices in the north-east corner are deserted. A Drone Xenomorph lurks here, near the South Lock, waiting for its prey or the opportune moment to strike.

The geolabs have been turned over to researching the Xenomorphs. The remains of a partly dissected Facehugger lie pinned to a board. A half-eaten doughnut sits on a desk. In one sealed cabinet there are three alien eggs. They look, and are, alive. There are various medical containers and equipment bags lying about that could be used to carry an egg. The cabinet can easily be broken open (only two points of damage needed).



E2 – Command, Medical, Morgue:

The Command Center takes up the upper floor of E Block. It consists of the Command Room (known as Ops), Assistant Operations Manager Lydecker's office, the medlab and the morgue. THE MEDLAB consists of an examination room and the quarantine booth (that is locked from the outside but has a viewing window and intercom). The place is in shambles, empty cabinets flung open and over-turned in the mad scramble for medical supplies.

Dr. Komiskey is trapped in the quarantine room, automatically sealed when the base went into lockdown. Along with Komiskey in the quarantine room the PCs can see the dead body of a man on an examination table, a specimen tube with a live Facehugger (counts as one inventory item), and a dead Facehugger on the floor.

Dr. Komiskey is leaning against the viewing window, old tear tracks on her cheeks. She has woken up after having been facehugged and knows she is doomed. She has just given the man on the table a massive overdose to kill him, as he's been facehugged as well, but can't summon the courage to kill herself. She is in shock, and pleads with the PCs to release her. After much sobbing, she will agree to help them escape in the shuttle. She has the keycard on a lanyard around her neck.

Calming down, Komiskey rambles on about how Reynolds intercepted a transmission from some corporate exec on Earth and decided to elbow in on the potential find. She assembled her inspection team off the books and came here.

If the PCs ask about the man on the table, she will tell them that he (Michael Drapers) is dead. She killed him to spare him a terrible fate. She won't volunteer the fact that she has been facehugged, but if they make a successful Insight roll against her, she will admit it (SAN 0/1 to all who hear that).

The door to the quarantine room cannot be opened from the inside. The PCs can open it with a COMTECH roll. If they fail, they can break it down, but it has AP6 and requires 12 points of damage to be breached – a sure way to alert the Drone one floor down. If the PCs release Dr. Komiskey, the Chestburster in her can be birthed later (see Keepers Information #5, Events). She will also show the PCs the hyper-coolant spray canisters her

team has been using to keep eggs in a dormant state for transport (keeps an egg dormant for D6 Turns).

OPS is the nerve center of the colony, monitoring vital functions and security. It's usually busy but right now it's unmanned. The intercom hisses static, a screen flickers. The CCTV system is damaged, but a successful COMTECH roll gives access to a few cameras. Flicking through, the PCs see scenes of carnage:

- A view of the carnage in the Sublevel Areas – see the text to the right (SAN 0/1D3).
- A deserted corridor. In the distance, there's movement. Zooming in, you catch sight of the bloodied remains of a person being dragged slowly out of view (Block A1, Offices).
- Movement on another camera, one showing Block E1, South Lock. The PCs get their first real view of a Drone Xenomorph – right below them! They can only helplessly watch it standing there, its eyeless head raised, its whip of a tail languidly carving the air (SAN 0/1).

Tannen's Casino

As the PCs cautiously make their way through the cluttered access walkway, they can hear the distant sounds of slot machines and music coming from the casino below. Suddenly, they notice a strange movement out of the corner of their eye. A Scout Xenomorph has been hiding in the shadows, waiting for an opportunity to attack. It hisses and charges at the PCs, its deadly tail whipping through the air.

If the PCs manage to defeat the Xeno, they can make their way down to the casino floor. The sight of the five dead bodies stacked against the sealed doorway is enough to make anyone's blood run cold. As they approach, the bodies fall apart in a grotesque cascade of blood and guts, leaving the PCs covered in gore.

But the real horror is yet to come. Among the bodies, they find Maria Hemming, alive but unconscious. Her face is distorted in agony, and a strange bulge is visible beneath her shirt. As the PCs watch in horror, the bulge begins to move, pulsing with a sickening rhythm. It's only a matter of time before the Chestburster inside her is born, unleashing a new terror upon the colony (SAN 1/1D6).

Billy's Bar

The Old Town Saloon is a charming establishment with a rustic feel, boasting a wood-paneled interior and a bar on the ground floor, with additional seating available upstairs. However, the peaceful atmosphere is shattered by the sounds of a Drone Xenomorph viciously clawing at the door, trying to gain entry. Meanwhile, trapped inside, the colonist Wes Osterman is pleading for help. Although the Xenomorph is currently passive towards the PCs, they must act fast to rescue Wes and escape before the creature becomes hostile. Refer to the Keepers Information 5, "A Cry for Help".

Sub Level Areas

Mass Housing And Maintenance:

Below Level 1 of the colony there is a basement level. It is dark and smelly, with claustrophobic housing and high-ceilinged maintenance tunnels and bays. There are no working tractors left, and the disassembled parts that remain cannot be made into a working tractor. In the tunnel to the nearby Processor 1 is an active Sentry Gun placed there by the militia to stop the first Chestburster from escaping.

The mass housing area is where the last stand of the remaining colonists took place. There are signs of a terrible battle. Doors are torn apart and ceiling and floor panels have been shredded. There are some mutilated bodies, but not as many as you might expect. There is a lot of still-sticky blood and many drag marks smeared in crimson. Acid burns still fizz and fill the air with an acrid smell that mingles with the stink of death and smoke from some smoldering fires.

The PCs cannot see any Xenomorphs, but they all check SAN 0/1D3 for witnessing this. If they search through the mess carefully (which will take one additional Turn) they check for another SAN 0/1, but will find an M41A Pulse Rifle, an M4A3 Service Pistol and an M240 Incinerator unit, but there are no reloads.



Air Traffic Control Center

The Air Traffic Control center stands outside the north shield wall of the colony, comprising the ATCC building, a comms array, and a landing pad. The ground floor of the ATCC building houses a storeroom and a generator, while the first floor boasts a control room with panoramic windows. Unfortunately, there is currently no power to the ATCC, and no means of repairing it.

The Corporate Shuttle:

A modified Lockmart XL Starcub rests on the far side of the landing pad. It can carry up to 20 people at a squeeze. However, it is securely clamped to the ground as a result of the automatic lockdown procedure, and one of the clamps completely blocks the access hatch. The only way to release the shuttle is to use Komiskey's keycard. The use of a Motion Detector directed at the shuttle will show movement inside, but the signal is too garbled to reveal how many individuals are present.

The Escape:

When the PCs make their final dash for the shuttle, the Xenos will be after them (see the "Hunted" event, below). Closing doors, throwing up barricades and heroic sacrifices will only slow them down. As the PCs and any NPC survivors reach the shuttle and open the hatch, desperate to escape the screams of their friends who they've left behind, they are in for a nasty surprise.

Miranda's team had been busy, gathering a number of eggs and storing them inside the shuttle. Problem is, the coolant that they had applied to the eggs (see page 380) wore off faster than expected. The roused creatures inside those eggs stirred and soon leapt to action. The team mostly got out and slammed the hatch behind them, leaving their friends inside to be impregnated and the shuttle swarming with unattached Facehuggers. As the shuttle's hatch opens, they flood out looking for hosts. Each PC and NPC is attacked by a Facehugger.

If any of the PCs survive this attack, they can power up the shuttle and escape. The scenario is over–see Epilogue. Their final fate is beyond the bounds of this scenario. No record of the whereabouts of these characters exists beyond their departure from LV-426.



KEEPERS INFORMATION 5

Events

To spice things up and increase the tension even more, below you'll find events that you can spring on the players during the scenario. These events don't all need to occur, and they don't need to occur in the order listed. Instead, consider the events an arsenal of drama for you to use as you see fit.

A Cry For Help:

The sudden blare of the intercom buzzer echoes through the quiet colony, causing the PCs to jump in surprise. They hear the frantic voice of colonist Wes Osterman pleading for help from inside Billy's Bar, his panicked cries growing louder as he continues to buzz the intercom. The dull thump, thump, thump of something heavy slamming against the bar's door can be heard in the background, adding to the sense of urgency. If the PCs ignore the call for help, the noise will attract any nearby Xenos, putting the PCs in immediate danger.

If the PCs decide to rescue Osterman, they discover that he has locked himself inside the bar, but something is trying to break in. A Xeno Drone has already breached the ground floor doors and is eager to find its next prey. The situation becomes even more dire if the PCs hesitate, as they hear the door to the bar give way and the horrified screams of Osterman as he is taken away to the hive (SAN 1/1D6).

The Birth:

The Birth is a gruesome event that the PCs may witness if they have rescued Dr. Komiskey or Maria Hemming. The Chestbursters inside them will inevitably emerge, unleashing a horrific scene of blood and gore. The suddenness of the birth and the grotesque nature of the Chestburster can easily trigger a panic response in even the most hardened individuals. The sound of bone cracking and flesh tearing is sickeningly loud, and the sight of the newborn creature writhing in its afterbirth is enough to turn stomachs. It is a moment that the PCs will never forget, and one that will haunt them for the rest of their lives (SAN 1/1D6).

Hunted:

The danger is never far away on Hope's Last Day. The PCs are constantly hunted by Drones or Scouts, always lurking and waiting to strike. Even when they think they are safe, danger could be just around the corner. If they stay in one place for too long, the hive will send its deadliest warriors to hunt them down. The only hope for survival is to keep moving and use the shuttle to escape the planet.

EPILOGUE

Signing Off

A suggested sign-off message by one of the PCs, assuming anyone is still alive. The player of this PC can read the following message aloud, or adapt it according to what happened in the scenario.

> *This is the final report from Hadley's Hope. [PC Name] reporting. The colony has been overrun by monsters. Of the 158 souls residing there only [number] have survived. The rest … well, I dread to think what has happened to the rest. I can only hope they were given the mercy of a quick death, but I doubt it. If you receive this message do not attempt a rescue: stay far away and inform the Colonial Marines as soon as you can. Only they can handle those monsters. This is [PC Name], signing off.*

THE END.

APPENDIX A: DRAMATIS PERSONAE

Statistical profiles are gathered here to enable the GM to copy or print out these pages separately to provide a handy reference when running this chapter.

THEODORA KOMISKEY

Scientist, Aged 41.

Dr. Komiskey was once a brilliant and ambitious scientist, eager to climb the corporate ladder at Weyland-Yutani. She worked her way up through the ranks, eventually becoming the lead scientist on Miranda Reynolds' corporate team. Komiskey was known for her intelligence, dedication, and ruthless ambition.

However, when the situation on LV-426 spiraled out of control, Komiskey found herself struggling to maintain her composure. For years, she had been kept in the dark about the true nature of the company's research on the planet. When she finally learned the truth, she was initially supportive, believing that the end justified the means. But as the situation worsened and the Xenomorphs began to overrun the colony, Komiskey found herself increasingly unable to cope.

Haunted by nightmares and plagued by guilt, Komiskey has become increasingly erratic and unstable. She struggles to reconcile her scientific curiosity with the terrible consequences of her research, and has begun to question the very nature of her work. As the situation on LV-426 grows more dire, Komiskey's grip on reality grows increasingly tenuous, and she may prove to be more of a liability than an asset to the surviving members of the colony.

STR:	09	Move:	3
CON:	12	HP:	24
SIZ:	12	Dex SR:	2
INT:	18	DB:	+0
POW:	14	SAN:	70
DEX:	16		
APP:	12		
BRA:	11		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	30	+0	1d3+db

Skills:
Data Analysis 50; Leader 25; Electronics Comm 50; Computer Operation 50; Vacc Suit 30; Spot Hidden 60; Listen: 50; Pilot (Aerospace) 25; First Aid 75.

WES OSTERMAN

Roughneck, Aged 49.

Osterman had a rough start in life, bouncing from one job to another due to his impulsive nature and difficulty with authority figures. When he was offered the opportunity to start anew at Hadley's Hope, he saw it as a chance to turn his life around. He took up the job of maintaining the colony's heating systems, and for a while, things seemed to be going well.

However, the stresses of colony life, coupled with his own personal demons, have begun to resurface. Despite being ordered back to his quarters for safety, Osterman couldn't resist the lure of Billy's Bar and the comfort of a stiff drink. It's a decision he'll soon come to regret as he finds himself trapped and fighting for his life against the Xenomorphs.

STR:	15	Move:	3
CON:	16	HP:	30
SIZ:	14	Dex SR:	3
INT:	15	DB:	+1D4
POW:	11	SAN:	55
DEX:	14		
APP:	10		
BRA:	13		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	50	+0	2d3+db

Skills:
Heavy Machinery 75; Electronics Comm 25; Computer Operation 30; Hand Gun 30.

FACEHUGGER XENOMORPH

The Facehugger is a parasitic creature that is part of the Xenomorph life cycle. It is designed to attach itself to the face of a living host, implanting an embryo into the host's body that will eventually lead to the creation of a fully-grown Xenomorph. The Facehugger is small, fast, and agile, making it a difficult target to hit. Its primary method of attack is to leap onto a victim's face and latch onto their mouth with its eight finger-like appendages. From there, it uses a tube-like proboscis to implant the embryo into the host's throat. The implantation process takes about a minute and cannot be interrupted. If successful, the host will become impregnated with a Xenomorph embryo.

STR:	15	Move:	8
CON:	10	HP:	13
SIZ:	03	Dex SR:	3
INT:	02	DB:	+0
POW:	04	HF:	-
DEX:	21		
APP:	n/a		
BRA:	15		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Grab	1	60%	+0	1d4+db
Tail Lash	1	50%	+0	1d6+db

Special Abilities:
Acid blood: 2D6/1D6/1D3 damage points for 1D3 rounds

Skills:
Athletics 70%, Stealth 70%, Climb 80%.

CHESTBURSTER XENOMORPH

The Chestburster is the first stage of the Xenomorph's life cycle, emerging from the host's chest after gestating inside for a few hours. This small and fast creature is incredibly dangerous despite its size, using its sharp teeth and powerful tail to attack prey and defend itself. If left unchecked, a Chestburster can quickly grow into a full-grown Xenomorph, making it a serious threat to any crew that encounters it.

STR:	05	Move:	10
CON:	12	HP:	14
SIZ:	02	Dex SR:	3
INT:	04	DB:	+0
POW:	04	HF:	-
DEX:	21		
APP:	n/a		
BRA:	10		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Bite	1	30%	+0	1D3+db

Special Abilities:
Acid blood: 2D6/1D6/1D3 damage points for 1D3 rounds

Skills:
Athletics 30%, Stealth 70%, Survival 50%.

DRONE XENOMORPH

The Drone is the basic worker caste of the Xenomorph species, responsible for building hives, gathering resources, and protecting the Queen. Although not as fast or powerful as other Xenomorphs, Drones make up for their lack of individual strength by working together in swarms and using their sharp claws, tails, and jaws to overwhelm their prey. Drones are typically encountered in groups, making them a formidable opponent even for well-armed crews.

STR:	17	Move:	8
CON:	14	HP:	36
SIZ:	22	Dex SR:	3
INT:	07	DB:	+1D6
POW:	09	HF:	0/1D6
DEX:	16		
APP:	n/a		
BRA:	13		

Armour:
Chitine 5AP.

ATTACKS:	ROF	A%	PV	DAM
Bite	1	50	+0	1d8+db
Inner jaw	1	30	+0	1d6+db
Claws	1	60	+0	1d6+db
Tail	1	40	+0	1d10+db

Special Abilities:

- Acid blood: 2D6/1D6/1D3 damage points for 1D3 rounds
- Darkvision (can see in total darkness)
- Climbing (can climb any surface)
- Hive Mind (communicates telepathically with other Xenomorphs)
- Perfect Black (can blend into shadows)

Skills:
Alertness 60%, Track 60%, Hide 80%, Climb 80%, Jump 60%, Listen 40%, Stealth 80%.

SCOUT XENOMORPH

The Scout Xenomorph is a smaller and faster version of the typical Xenomorph, designed for reconnaissance and hit-and-run attacks. Scouts have elongated heads and spines that allow them to move quickly through tight spaces, and their acid blood makes them difficult to capture or kill. Although not as strong as other Xenomorphs, Scouts are highly intelligent and able to coordinate with other members of their species, making them a deadly foe even for experienced hunters.

STR:	21	Move:	8
CON:	16	HP:	41
SIZ:	20	Dex SR:	3
INT:	10	DB:	+2D6
POW:	08	HF:	0/1D6
DEX:	20		
APP:	n/a		
BRA:	15		

Armour:
Chitine 6AP.

ATTACKS:	ROF	A%	PV	DAM
Bite	1	60	+0	1d8+db
Inner jaw	1	30	+0	1d6+db
Claws	1	60	+0	1d6+db
Tail	1	40	+0	1d10+db

Special Abilities:

- Acid blood: 2D6/1D6/1D3 damage points for 1D3 rounds
- Darkvision (can see in total darkness)
- Climbing (can climb any surface)
- Hive Mind (communicates telepathically with other Xenomorphs)
- Perfect Black (can blend into shadows)
- Acute Hearing (can hear sounds at twice the range of a human)
- Rapid Healing (can heal 1d3 hit points per round)

Skills:
Alertness 60%, Track 60%, Hide 80%, Climb 80%, Jump 60%, Listen 60%, Stealth 60%.

APPENDIX B: SAMPLE PREGENS

The following pages describe five pre-generated player characters for this scenario. One of the PCs (Holroyd) is a Company android and normal android rules apply, see New Horizon core rulebook.

JANICE MAC WHIRR

Officer, Aged 42.

You are the union organizer for Colonial Administration on LV-426. You take great pride in your work and are dedicated to protecting the rights of the workers. You feel immense pressure from the Weyland-Yutani Corporation and are constantly fighting for the workers' rights against their exploitation. You have allies, like Singleton, who share your values and work alongside you, but you can't stand the uncooperative attitudes of Hirsch and Holroyd. If it were up to you, you'd have them replaced in a heartbeat.

STR:	13	Move:	3
CON:	14	HP:	25
SIZ:	12	Dex SR:	3
INT:	15	DB:	+1D4
POW:	14	SAN:	70
DEX:	12		
APP:	14		
BRA:	15		



ATTACKS:	ROF	A%	PV	DAM
Punch	1	35	+0	1d3+db
Knife	1	35	+0	1d6+db
VP78 Pistol	3*	40	+0	1d8+1

*4 shots

Armour:
None.

Skills:
Leader 75; Electronics Comm 25; Computer Operation 40; Vacc Suit 30; Spot Hidden 50; Listen: 55.

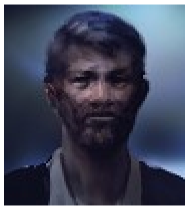
Note:
You don't show it, but you love the people of Hadley's Hope. Now your friends are dying, and you must take revenge on the corporates for causing this crisis. Agent Reynolds and her science lackey Komiskey must pay for their crimes.

MORGAN HIRSCH

Ex-Marine, Aged 39.

You've been part of the Hadley's Hope community since its early days, and you take pride in keeping it running smoothly. After deserting the Colonial Marines and finding refuge here, you've come to see the colony as your true home. However, you've never been able to fully shake off the feeling of being an outsider, and that's only been exacerbated by your difficult relationship with your boss, MacWhirr. Despite your hard work and dedication, she seems to always be looking over your shoulder. To make matters worse, the younger members of the community, like Singleton, don't seem to respect your experience and authority.

STR:	17	Move:	3
CON:	16	HP:	31
SIZ:	15	Dex SR:	3
INT:	13	DB:	+1D4
POW:	13	SAN:	65
DEX:	14		
APP:	12		
BRA:	13		



ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	75	+0	2d3+db
M11P Pistol	3	40	+0	2d6

Armour:
None.

Augmentations:
Smartlink (Cyber).

Skills:
Heavy Machinery 25; Alertness 30; First Aid 40; EVA 30; Spot Hidden 30; Listen: 40; Hand Gun 50; Rifle 60.

Equipment:
Cutting Torch (Power Supply 3)

Note:
Some people fight inner demons–you've been sent these creatures to test your faith in God. Light 'em up and show the devil who's boss.

HANNAH SINGLETON

Tractor Driver, Aged 32.

Growing up, you learned that life is tough and that you have to be tougher. Your parents weren't much help, so you had to stand on your own two feet from an early age. You have a fierce determination to succeed, and you'll do whatever it takes to get ahead, even if that means compromising your principles. Your Company orders are clear, so you know you have to play the game and pretend to be on MacWhirr's side, while keeping up appearances of disliking Hirsch. You're willing to do whatever it takes to advance in this tough world.

STR:	15	Move:	3
CON:	13	HP:	28
SIZ:	12	Dex SR:	1
INT:	12	DB:	+1D4
POW:	10	SAN:	50
DEX:	18		
APP:	13		
BRA:	12		



ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	30	+0	2d3+db
VP78 Pistol	3*	50	+0	1d8+1

* one reload

Armour:
None.

Skills:
Heavy Machinery 25; Vacc Suit 30; Pilot: Tractor 50; Electronics Comm 25; Leader 25.

Equipment:
M314 Motion Tracker (Power Supply 5).

Note:
You are a Weyland-Yutani sleeper agent. Holroyd is a Company android, but he doesn't know you are on the payroll. He's suspected of disobeying company orders, so keep an eye on him. Also, news of this outbreak cannot be allowed to leak, even if it means putting an end to any of your "friends" that try to escape…

SONNY SIGG

Lab Technician, Aged 29.

As a lab technician at Hadley's Hope, you take pride in your work, but the recent arrival of the Weyland-Yutani inspection team has left a bad taste in your mouth. They look down on you and your colleagues, and it's clear they have no appreciation for the important research being done here. You see your time at Hadley's Hope as a stepping stone to bigger and better things, but the corporate overlords make it difficult to maintain that optimism. While you appreciate Hirsch's open-mindedness, you find MacWhirr's controlling behavior suffocating and frustrating.

STR:	10	Move:	3
CON:	12	HP:	25
SIZ:	13	Dex SR:	3
INT:	15	DB:	00
POW:	12	SAN:	60
DEX:	14		
APP:	13		
BRA:	12		



ATTACKS:	ROF	A%	PV	DAM
Punch	1	30	+0	1d3+db

Armour:
None.

Skills:
Spot Hidden 50; Listen 50; Electronics Comm 75; First Aid 50.

Equipment:
Medkit.

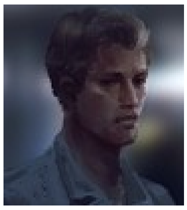
Note:
That Weyland-Yutani inspection team won't be so snooty if you can leapfrog them and get an alien to the Company first. You just need to get a live specimen and get off LV-426 alive. Who will be laughing then?

HOLROYD

Roughneck 4th gen Android.

As a Weyland-Yutani android, you have been stationed on LV-426 for two years and have gained a reputation as a diligent and efficient technician. You pride yourself on getting things done without complaining, and you always try to maintain a cordial and friendly attitude with everyone you work with. However, you can't help but feel frustrated with Sigg's constant griping and lack of productivity. Despite your best efforts, you have noticed that MacWhirr seems to harbor a dislike for you, though you can't quite understand why.

STR:	18	Move:	3
CON:	16	HP:	30
SIZ:	14	Dex SR:	1
INT:	16	DB:	+1D4
EDU:	16	STA:	80
DEX:	18		
APP:	13		
BRA:	14		



ATTACKS:	ROF	A%	PV	DAM
Punch	1	30	+0	1d3+db

Armour:
None.

Augmentations:
Datajack (Cyber), Eye Recording Unit (Cyber), Muscle Replacement (Cyber), Reaction Enhancers (Cyber).

Skills:
Heavy Machinery 75, Hand Gun 25, EVA 60, Electronics Comm 50; First Aid 25.

Equipment:
Electronic tools, Samani E-Series Watch.

Note:
You know about the alien ship and why Miranda is here. You should cover it up, but you feel a terrible responsibility for what has happened. You must do everything you can to save your comrades, including sacrificing yourself, if need be.

APPENDIX C: HANDOUTS

INVESTIGATORS HANDOUT 1

Orbit 4: Calpamos



Orbit Radius	37 au
Type	Gas Giant
Density	0.11
Diameter	164,036 km
Gravity	0.88 G

ATMOSPHERICS / ORBIT

Atmosphere	Dense
Pressure	1.33
Composition	Hydrogen/Helium/Methane
Orbital period	26.31 years
Rotational period	19 hrs 44 min

WATER

Water	None
% water	0
% ice	0
% clouds	100

TEMPERATURE / SATELLITES

Polar	-179°C
equatorial	-149°C
Satellite	3

UNUSUAL FEATURES

Cloud cover.

MINERAL RESOURCES

Metal ore	?
Radioactive ore	?
Precious metal	?
Raw crystal	?
Precious gems	?

Description:

Calpamos, the enigmatic fourth planet nestled within the Zeta2 Reticuli system, beckons with celestial allure. A celestial giant cloaked in majestic rings, it captivates the imagination. Its ethereal dance is shared with three loyal moons, each bearing witness to its cosmic symphony — the illustrious LV-223 and the renowned Acheron (LV-426) among them.

Within the realm of the Zeta² Reticuli system, Calpamos finds its place of prominence as a gas giant residing harmoniously within the delicate boundaries of the habitable zone. Much like the celestial marvel Saturn, Calpamos boasts resplendent rings that encircle its ethereal form. These captivating rings, believed to be remnants of a shattered moon, bear the indelible scars of a cataclysmic event triggered by the gravitational tug-of-war, eons ago, when Acheron (LV-426) succumbed to the seduction of Calpamos' gravitational embrace.

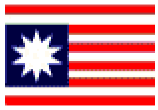
This cosmic dance, enacted some 40 million years prior, forever altered the destiny of Calpamos and its celestial adornments. The planet itself showcases an eclectic palette, painted with hues of light brown and veils of darker tones. Yet, it is the triumvirate of small moons that leaves an indelible mark upon the canvas of Calpamos. Among them, Acheron stands as a testament to the enigmatic presence of an abandoned Engineer ship, while LV-223 reveals the remnants of an ancient and monumental Engineer facility, shrouded in mysteries yet to be unraveled.

INVESTIGATORS HANDOUT 2

Orbit 3: LV-426 aka Acheron Class 3 Colony



Orbit Radius	1 682 300km
Type	Rock
Density	1.26
Diameter	1200 km
Gravity	0.86 G



ATMOSPHERICS / ORBIT

Atmosphere	Thin
Pressure	0.012
Composition	10% Argon, 85% Nitrogen, 5% Neon
Orbital period	15 days
Rotational period	2 hours

TEMPERATURE / SATELLITES

Polar	-48°C
equatorial	-19°C
Satellite	0

UNUSUAL FEATURES

WATER

Water	Ice sheets
% water	0
% ice	15
% clouds	90

MINERAL RESOURCES

Metal ore	62
Radioactive ore	12
Precious metal	42
Raw crystal	0
Precious gems	8

Description:

LV-426, a desolate moon of rugged desolation, orbits dutifully around the gas giant Calpamos within the vast expanse of the Zeta II Reticuli star system. Its name etched into the annals of space exploration, it forever resonates with the fateful arrival of the crew of the commercial towing vessel Nostromo, drawn inexorably to respond to the haunting distress signal emanating from the desolate expanse of a derelict spacecraft resting upon its barren surface.

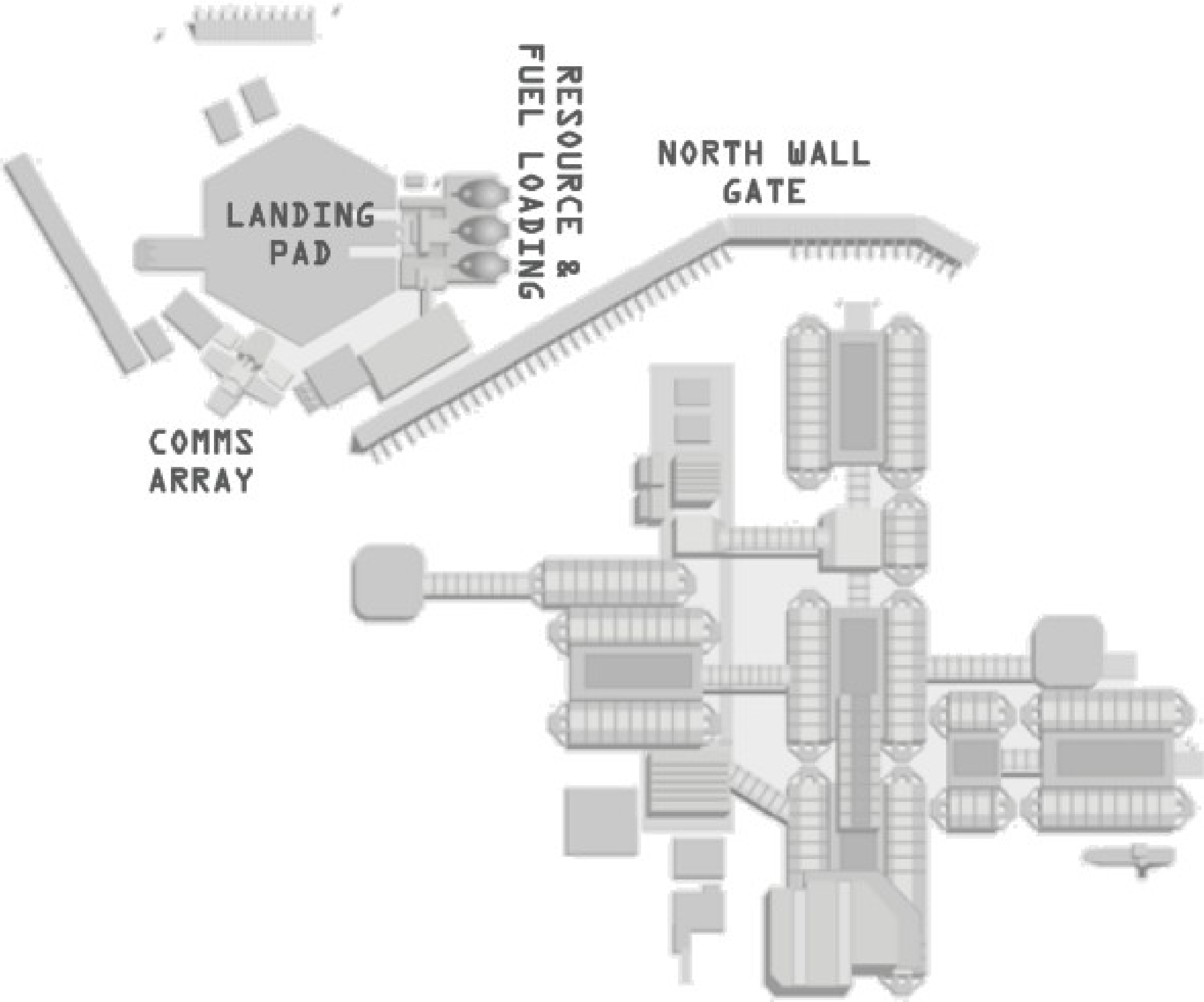
Upon its crust, aluminum silicates reign supreme, interlaced with subtle hints of magnesium silicate intrusion. This geological tapestry, manifested as basalt, rhyolite, and microgranite lava flows, bears witness to the ghosts of past volcanic activity. However, the present masks the dormant slumber of once-awakened titans, for the surface of Acheron betrays no visible vestiges of volcanic or tectonic tumult. Such revelations illuminate the moon's origin, a celestial captive captured within the gravitational grasp of Calpamos a mere 40 million years past. The remnants of shattered satellites, remnants fragmented by the irresistible dance with Acheron, weave an ethereal necklace adorning the gas giant's regal countenance.

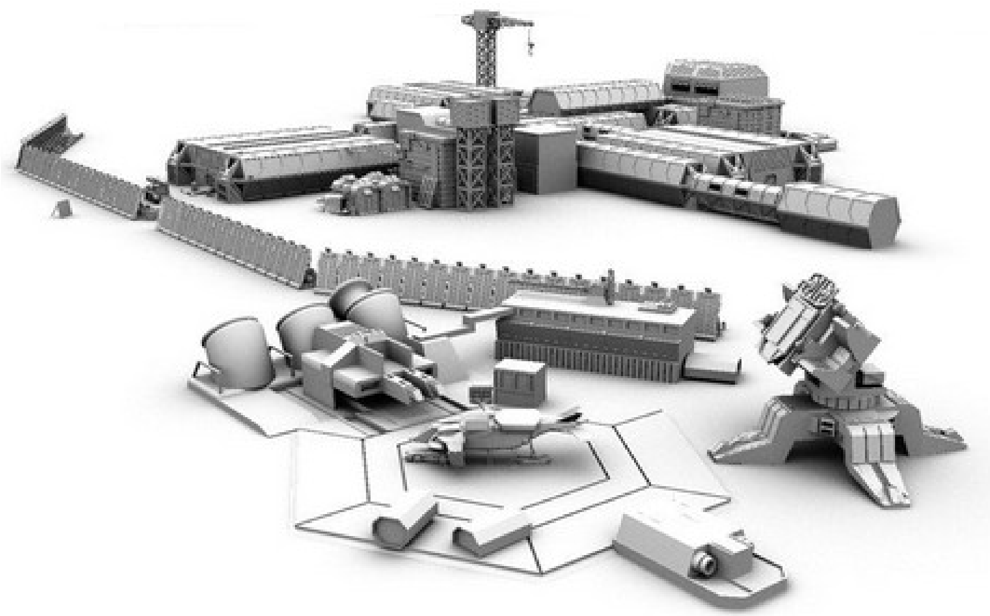
Acheron's native atmosphere, bearing the echoes of primordial beginnings, exhales the breath of nitrogen and carbon dioxide, intermingled with hints of oxygen, methane, and ammonia, the latter frozen within its icy embrace. Whipped relentlessly by gales of unparalleled ferocity, the moon's petite size restrains the tempestuous outbursts, sparing it from the birth of calamitous storms. Alas, native conditions render Acheron inhospitable to humanity, a domain crafted for distant forces, not terrestrial inhabitants.

Nestled amidst this harsh domain lies Hadley's Hope, a bastion of human endeavor, birthed by the ambition of the Weyland-Yutani Corporation. Here, the foundations of terraforming were meticulously laid, their effects projected to span the passage of decades. By the late 2270s, the fruits of tireless labor bore witness to Acheron's nascent atmosphere, a fragile breath of life deemed breathable for intrepid humans, yet bereft of the flourishing tapestry of flora and fauna anticipated.

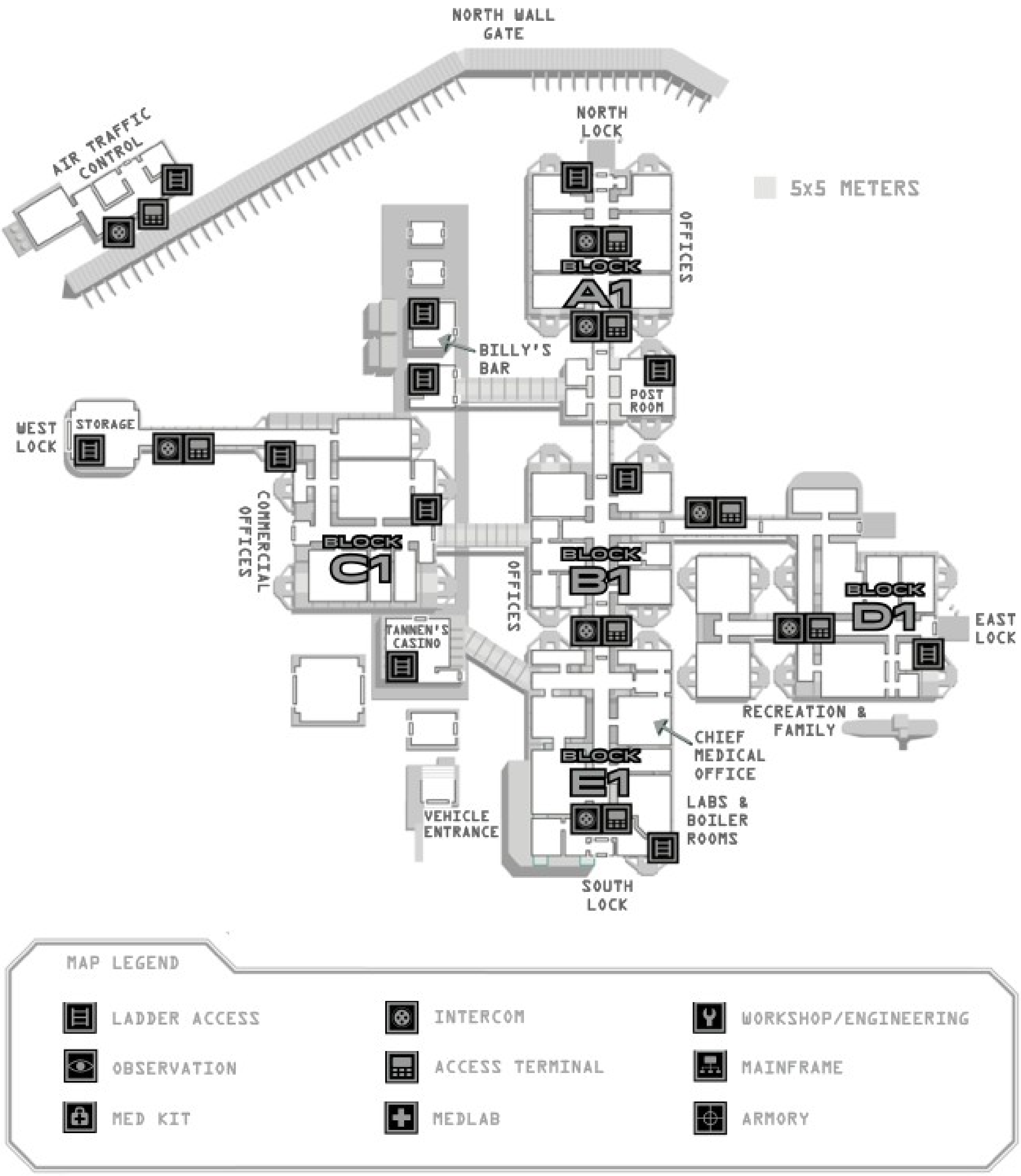
As for LV-426, an ephemeral veil of atmosphere drapes its barren visage, a mere whisper compared to the grand symphony of Earth's domain. The moon's surface, marred by desolation, extends as far as the eye can behold, devoid of verdant respite or the caress of surface water. Its frigid climate, a stark departure from the gentle warmth of Earth's embrace, subjects the landscape to the icy grip of temperatures ranging from -40 to -20 degrees Celsius. The rhythm of its day and night, an eternal cycle encompassing 37 Earth hours, weaves a slow and deliberate choreography through the cosmic expanse.

MAP 1: HADLEY'S HOPE OVERVIEW

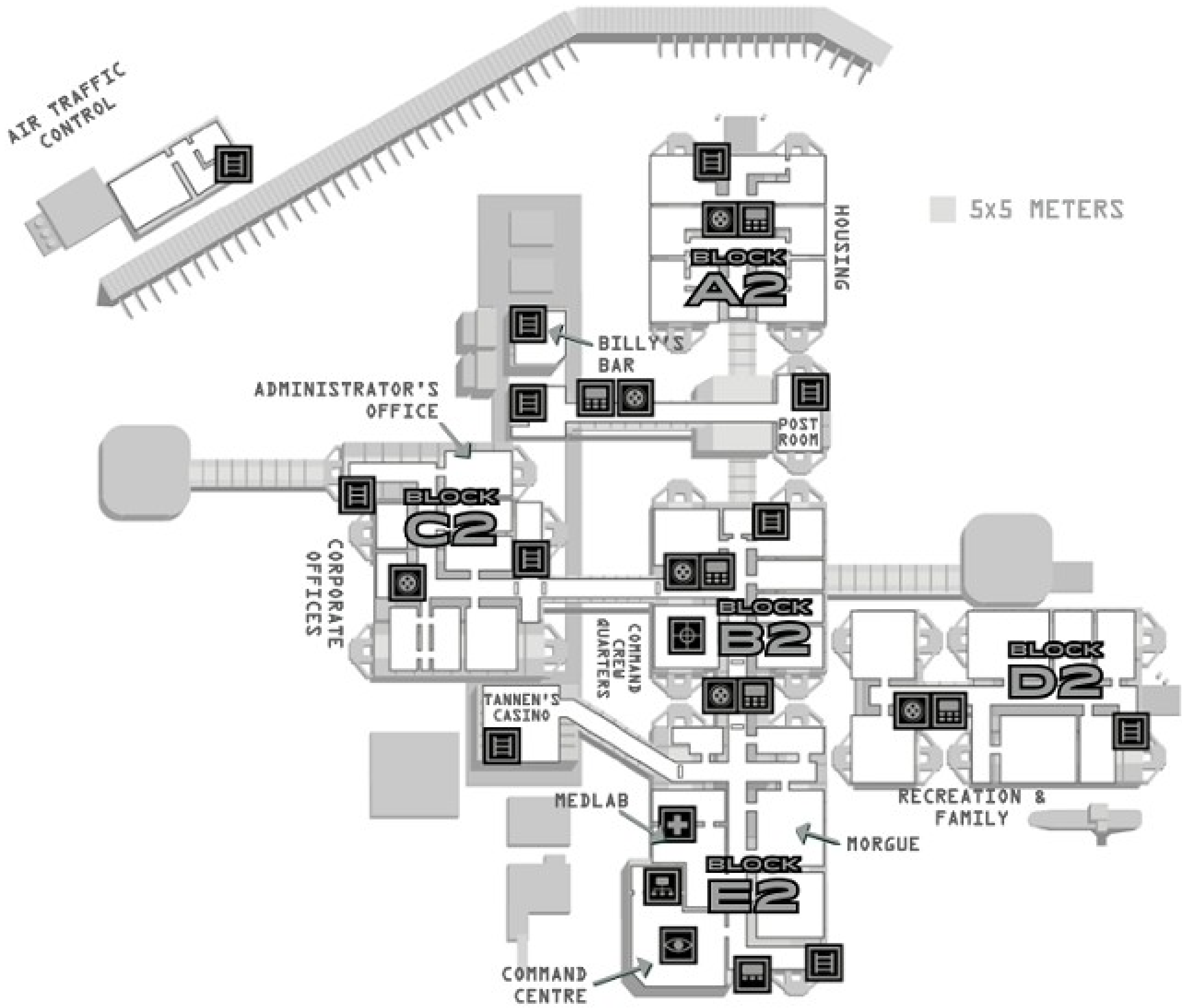




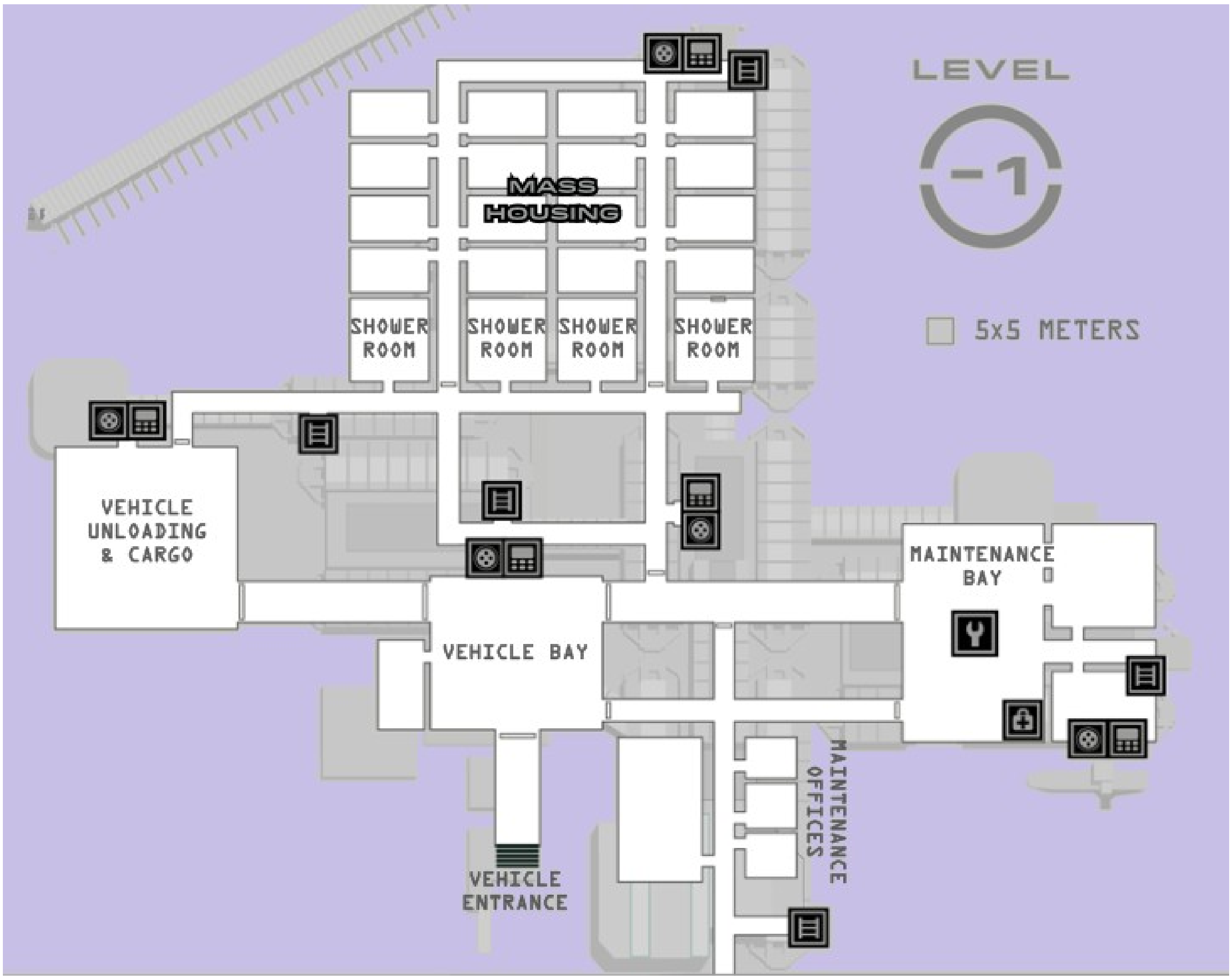
MAP 2: HADLEY'S HOPE – LEVEL 1



MAP 3: HADLEY´S HOPE – LEVEL 2



MAP 4: HADLEY'S HOPE – SUB LEVEL 1



THE ICARUS PROJECT

by Christoph Maser, Matthias Oden & ChatGPT

The Icarus Project is a so-called one-shot scenario, an adventure separate from a normal campaign which is designed to be played with specially provided characters. These are presented in the appendix. Players and keepers are of course free to make up new characters of their own, but it should be noted that this scenario is completely unsuitable as the beginning of a `Cthulhu Sci-Fi' campaign, as the characters' chances of survival are almost nil.

The adventure can be played through in one session, or alternatively in two shorter evenings.

THE ADVENTURE 1

Introduction

"Cryostasis terminated… 135 seconds until complete reanimation… Please wait for the reactivation process of all bodily functions to be completed…"

The shipboard Computer system's message is in a synthetic female voice which penetrates unpleasantly loud through the audio chip into the inner ear. Eyes closed, engulfed in a gelatinous liquid, dressed in a skintight suit of heat-repellent silver material, a human form lies in a high-tech plastic coffin designed for cryogenic hibernation. Lying frozen for months – for years – until needed. A respirator tube as thick as a man's thumb floods the lungs with a breathable mixture of gases. The lungs react by choking – they've not been used in a long time.

"...Please remember that your metabolism has been weakened by an extended stay in a cryostatic sleep chamber. Medical personnel will take care of you immediately the thawing process is completed..."

"… 90 seconds until complete reanimation... The thawing process may exacerbate muscular atrophy. Please inform attending medical personnel for help… Drainage of cryostatic gel initiated. Please keep your eyes closed…"

It happens silently, like everything in this coffin. But the gel can be felt, slowly flowing down from around the body, as it drains from the chamber. It feels a little like the licking of an icy tongue. And it takes an eternity.

"... 75 seconds until complete reanimation... Please keep your eyes closed. Premature removal of the artificial respirator can cause irreparable damage to the pulmonary system. Wait for the attending medical personnel…"

The last of the cryogenic gel drains from the chamber with a quiet gurgle. A light pressure is felt in the ears. Somewhere on the body the skin starts to itch.

"... 65 seconds until complete reanimation. Test Phases I to III of the muscular system initiated…"

A slight spasm runs through the left leg, then the right. The contractions are soon repeated over the entire body, which immediately gives way to a strong, painful throbbing.

"Muscular restoration program initiated. Injecting…"

More light convulsions shake the body, like a wave of painful agitations. A slight stinging in the upper arm is felt. The canula remains in place for a moment.

"… 47 seconds until complete reanimation. Please keep your eyes closed. Epidermal stimulation initiated…"

The substance injected through the thin needle into the upper arm seems to work slowly. The slight pain, the cramps and the feeling of weakness begin to subside. Another slight sound is heard, and it begins to rain inside the cryogenic coffin. A thin spray washes the last traces of the gel away. Warm waves course over the body, massaging life back into the dormant skin.

"… 35 seconds until complete reanimation. Please keep your eyes closed. Disconnection of life support systems initiated…"

A metallic click is heard, followed by a faint humming. The tube of the artificial respirator retracts, and the lungs, now left on their own, panic and start hyperventilating. Once again a fluid streams through the needle inserted in the upper arm. It is cool and calming.

"… Cardiac and respiratory cycles restored to normal levels. 18 seconds until complete

reanimation. Please wait for the medical personnel upon completion of reanimation. Premature exit from the cryostatic tank may result in circulatory failure. Please keep your eyes closed. Wait for the medical personnel. Reanimation complete in 10… 9... 8... 7... 6... 5… 4... 3… 2… 1 second. Reanimation complete..."

The vacuum seal breaks with a slight hiss, and air flows in through a small, still invisible gap. And then the screaming starts...

KEEPERS INFORMATION 1

Introduction

This adventure takes the players into the infinite cold depths of space where the human race has never traveled before. The characters are initially part of a top-secret rescue mission – but they do not know who it is they must rescue, nor where they must be rescued from. In any case, as members of the backup team, they have spent the entire voyage deep in a cryogenic sleep, only to be re-awoken in the event of an emergency.

Which now seems to have occurred...

Without further knowledge, the characters are awakened from their deep sleep, only to find themselves on a completely unknown spaceship – the Icarus, one of the most modern, and most dangerous, spacecraft of the day. Soon it becomes apparent that they have been cast away in the depths of space in a spaceship that is not quite as empty and abandoned as it first appears to be.

The adventure is plotted so that the characters only gradually come to realize what has befallen the Icarus. This knowledge leads them to the conclusion that the ship must be destroyed at any cost – and to act upon this realization.

The solution of the scenario lies in convincing the ship's Esper (this term will be explained later) to alter the ship's course by a tiny angle. Nearly all play-tests finished this way, but it may of course happen that your group will decide to pursue a different course of action. Don't worry if this happens – the most important thing is that the story develops in an entertaining way, rather than it should slavishly follow the plot as written.

KEEPERS INFORMATION 2

The Player Characters

Five specially designed characters are presented in an appendix. Should there be fewer than five players, one of these characters can safely be dropped. The unused character can have failed to come through the reanimation process safely, and has been placed in the first-aid station for recovery. There, he or she is surprised by the Nanites, allowing the player characters to hear their unfortunate comrade's last moments over the ship's internal communications system.

The personalities of the characters allow several possible points of friction. Play-testing showed, however, that these conflicts usually fail to erupt – the characters are under too much pressure from external sources to do anything other than cooperate with one another. All characters are of equal rank, which also leaves plenty of scope for conflicts to arise as the group tries to establish who should be in charge,



KEEPERS INFORMATION 3

Background

"Writhing and evil, an amorphous Chaos, perverted, meditating on its mindless existence, an incomprehensible lightless Radiance, Azathoth, the Daemon Sultan, a living Madness – in the Center of Infinity it floats, pulsating to the beat of a myriad of drums, surrounded by whining flutes – Azathoth, the Sultan, the Supreme, the Idiot..."

Amadaeus Carson, Black God of Madness

And what would happen if the human race, in its infinite folly, were to travel to the center of the Universe – to the Court of Azathoth itself?

The Daedalus Jump, year 2238.

The human race has colonized the solar system, and over a dozen rival corporations attempt more or less peacefully to assert their own might within an intricate balance of power.

The Federated Boeing Interstellar corporation has succeeded in developing a new kind of propulsion unit, with the intent of markedly improving its position within this hierarchy. Put simply, this drive allows vessels to fold space, to create a small rip in reality, through which the ship can slip, to re-enter the material universe at almost any point.

The extremely high costs and the huge dimensions of the propulsion system prevent its use in the endless border skirmishes and guerrilla wars of the day, but in the field of research it opens up boundless possibilities. And it is for research that the jump-drive ship Daedalus was constructed: a ship, equipped with the most modern systems and the new jump-drive, ready to set course for the remotest depths of space.

The first test jumps, over comparatively short distances, went without a hitch, and so a destination was decided upon for the maiden voyage of the Daedalus, a destination which sounded at first like a joke, but with the new jump-drive the Daedalus would be capable of reaching within a year: the center of the universe!

For many years, data and information was processed, the crew was trained and flight paths computed – then it was time: on 24 April 2241 the launch window opened and from its launch station in the orbit of Phobos, one of the moons of Mars, the Daedalus braved the inter-dimensional jump. But events did not go according to plan – as the drive was building up the energy required to form the rip and preparing for launch, mission control realized that the amount of power needed to make the jump over such an extreme distance had not been calculated using any accurate simulation or prognosis – it had only really been estimated. The outer hull of the Daedalus started to sustain severe damage, but it was already too late to abort the mission: the ship made the jump, and vanished from the screens. Naked panic reigned in mission control after this catastrophe, but the 'echo' of the Daedalus, formed by the jump, was picked up, completely undistorted and intact, indicating that the Daedalus had managed to accurately follow its course and would re-enter the material universe on target, in the middle of the universe. But the condition of the ship remained unknown – the great distances involved made all contact with the Daedalus impossible, and in any case it would take decades for any messages transmitted by the ship to reach mission control. And so mission control was forced to rely upon the interpretation of the data collected during the jump, coming to the eventual conclusion that the damage sustained by the ship's outer hull would probably cause no more than minor impairment to the ship's research mission – but would prevent the Daedalus from surviving another jump.

In other words: the crew had successfully arrived at the middle of the universe – but would never return.

"Icarus, follow your father over the sea"

Federated Boeing scientists, attempting to learn from their mistakes, feverishly started research into the manufacture of an artificial substance capable of surviving the extreme requirements of such a long jump. As the Daedalus Project had already consumed such huge amounts of research funds, Federated Boeing was not prepared to countenance a further failure: the project had to successfully recoup its enormous investment and therefore the data gathered by the Daedalus must be recovered.

And so the construction of a second ship was decided upon the moment it became clear that the Daedalus would not be able to make it back alone. The implementation of the project, however, proved to be substantially more difficult than imagined. Every substance tested proved to be too weak to withstand the tremendous forces that the scientists had learned would be involved in making a second jump.

At this point, the LockMit Industries corporation quietly made contact. This small corporation had caught wind of the severe overheating of Federated Boeing's budget and its precarious financial position by means of espionage. And both corporations were fully aware of what going public with this information would mean. Quite apart from the loss of face associated with the threat of bankruptcy, Federated Boeing's share value would collapse, reducing its effective purchasing power to zero, and having serious consequences for its political power base. Various reinsurance treaties would be revoked, making it only a matter of time before Federated Boeing's direct competitors launched an attack on the weakened corporation.

This left Federated Boeing little choice other than to accept LockMit's offer. The corporations signed an alliance, with full partnership for LockMit in the Daedalus Project, together with a share of the expected profits.

The alliance, which Federated Boeing was forced to accept through gritted teeth, nevertheless turned out to be advantageous in the long run. LockMit technicians succeeded in developing an organic material that Federated Boeing believed would be capable of withstanding the stresses of the jump. The structure of the material was not only more stable than any other known, it was also extremely flexible and able to cope with immense workloads. But this material's most impressive feature was its ability to regenerate. Damaged cells could simply be excised and replaced with new cells, which would organically bond with the existing material. This repair work was carried out by microscopically small robots, known as Nanites, instructed by a shared 'brain', a computer. The tests which followed gave impressive results. All damage inflicted on samples was repaired by Nanites within hours, as they removed compromised surface areas and replaced them with fresh material cultivated in replacement tanks.

Finally, the construction of the rescue ship, the Icarus, could begin. But more problems arose when it was discovered that Nanites could not be controlled by computer-generated impulses. This problem was solved by the use of so-called Espers. These were humans with a genetic mutation allowing them to control larger biological constructs than just their own body, and had already been used in laboratories for some time. After successful tests in which an esper, fused with an artificial body, proved to be capable of amazing achievements using modern technology, it was decided to place an esper on board the Icarus. Fused with the ship's organic fiber, it would become a part of the Icarus, and, supported by several massive computers, keep control of the Nanites and issue them with the appropriate repair instructions.

This procedure only achieved success with the third implanted esper. The first esper proved to be too weak and was dismantled by Nanites. The second one had the necessary abilities, but suffered irreparable brain damage as a result of a powerful energy pulse from the shipboard Computer. It was only the third esper, known as C124, which managed to combine talent with technology and passed all tests to the satisfaction of the development team.

In order to prevent Nanites from penetrating the hull, the ship was constructed with an additional second layer separating the organic outer skin from the ship's interior. This was designed to be impenetrable to the Nanites. Biomechanical interfaces connected the outer shell with the nanite laboratories on the inside. This secured the bio-matter's supply of repair material while also ensuring a maximum of security.

And thus the Icarus was born – a ship with a living outer skin, with a human brain in a human body able to repair this outer skin if need be, equipped with more advanced technology than any ship ever built, and ready to make the jump out and then back again.

In order to minimize risk, each crew post was double-manned, so that immediate replacements would be available in the case of a loss. And to prevent the risk of any information about the Icarus Project reaching any third party, only the staff officers of the Icarus were issued with exact instructions concerning the goal and detailed circumstances of their mission. All other crew members were informed only that they would be taking part in a rescue mission. Even the fact that they would be traveling in an ultra-modern, top-secret ship was concealed from them. The lower ranking officers and crew were placed in cryostasis (deep-freeze hibernation) before even being brought aboard the Icarus.



The Madness of the Daedalus

In October 2243 a favorable launch window opened, and the Icarus was sent out into the universe. The jump was successful, the ship broke through space and time, and re-entered after a year at a position only a few hundred meters from the Daedalus. But the sight greeting the crew was not the one expected – a still operational, albeit damaged ship, which had used the time at its disposal to collect huge amounts of scientific data according to its brief.

Instead the Daedalus floated dead in front of its sister ship. All systems were either switched off or running on minimum power, no communication channels were open, and all hailing signals remained unheeded in the blackness of space. Four rescue shuttles with salvage teams departed immediately from the Icarus to reconnoiter the Daedalus. But as soon as the airlock had engaged and the shuttle ports opened, the four teams entered a living tomb, inside which awaited sheer insanity.

During the interdimensional jump to the universe's center, the Daedalus had come into contact with SOMETHING, and had torn loose a fragment of it as it passed. This fragment was a part of one of the enormous pseudopods of the nuclear chaos that writhes oblivious to the incessant shrilling of a monotonous flute at the center of the universe. Nothing less than a fragment of Azathoth, the Daemon Sultan, was now on board the ship. Its presence infected the crew of the Daedalus, spreading a nameless insanity throughout the damaged ship.

And so the salvage teams of the Icarus encountered the remains of crew members who had been nailed to the walls, and tiny scraps of flesh – the remnants of those who had fallen victim to the tender mercies of their comrades' teeth. In the ships' corridors and cabins, walls blackened by explosions, they discovered incoherent characters daubed in blood. Ultra-modern probes had been adapted for fathomless uses and the mechanisms of entire research stations had been misused for obscene purposes. Entire departments had been given over to frenzied orgies of death where the rescue teams found their way blocked by inexplicable piles of putrid flesh.

In the sickbay of the Daedalus they found the sole survivor, a technician who had put himself into cryostasis before the insanity could kill him. He was transferred to the Icarus for further care in one of the shuttles. And with him, unnoticed by anyone, the Fragment of Azathoth went too...

Back on the Daedalus, the remaining rescue teams tried to get the ship's power running again, so they could access the ship's databases. These could supply no information about the cause of the disaster, but the teams guessed that the Daedalus had been struck by the madness immediately and had not collected so much as one scrap of data. System by system, the ship was restored to functionality and made ready for action.

Meanwhile, the technician awoke from his comatose condition during the flight back to the Icarus. Realizing that the presence was with him in the shuttle, he panicked, injuring two of the rescue team in his frenzy. As soon as the shuttle had docked with the Icarus, the injured rescue team members were attended to by an emergency medical team, while the madman from the Daedalus was sedated and put back into cryostasis. The remaining shuttles were ordered to return immediately. But back on board the Daedalus a further disaster was about to strike. The attempt to get the drive running again caused one of the reactors to overheat. This caused a chain reaction, the emergency cooling systems failed and the entire drive module of the Daedalus was finally jettisoned in order to prevent a total loss of the ship. The drive module itself shattered into several pieces of debris during the explosion, destroying two of the remaining shuttles and leaving only one team able to follow the orders to return to ship.

The Icarus, much too ponderous to be able to take evasive action, was struck by the debris of the Daedalus' drive module before the last shuttle was able to dock with the mother ship. The Icarus sustained heavy damage from the impact: some of the connecting concourses between the individual ship modules were punctured, the outer skin was torn open and important parts of the shipboard Computer were paralyzed. Hordes

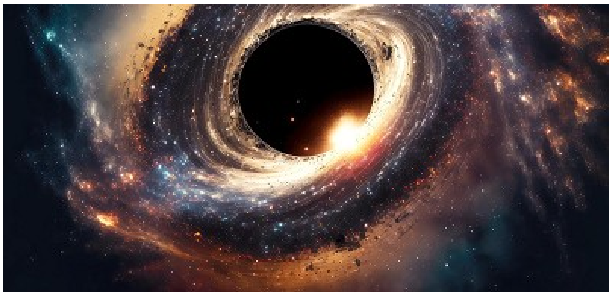
of Nanites swarmed through the ruptured protective second layer and, out of the crippled computer's control, started repairing the damaged outer skin using the nearest source of organic material to hand: the crew. Within a few hours, the entire crew of the Icarus had been dismantled and converted into new segments of the outer hull.

And in this nightmare scenario, the Fragment of Azathoth merged with the largest organism it found on board – the organic outer skin of the Icarus.

The Fragment's next impulse was to return to the parent body of Azathoth, which lies somewhere beyond space and time at the center of the universe: the shipboard Computer was instructed over the biotechnological interfaces connecting outer hull and shipboard systems to initiate another jump – a jump retracing the outward flight to the hyperspatial court of Azathoth where the Fragment would once again be reunited with the nuclear chaos. But despite the efforts of the Nanites to repair the outer hull of the Icarus with the crew, the ship was still too badly damaged by the collision to be able to make another jump. With the help of the Fragment, the ship managed to regain control over the Nanites and systematically began the work of regenerating the damaged areas. But this was a lengthy process, and took years. The tanks in which the repair material was bred had been partially destroyed, so that its cellular structures grew uncontrollably over the decks, walls and everywhere else within the area and soon lost quality and stability. In order to rectify this, the computer began looking around for new, unused DNA within the ship, finally locating it within the reserve crew, still in cryostasis. At regular intervals, five unfortunate crew members were awakened from cryostasis and thawed out in order to be dismantled into their constituent cellular components by a wave of Nanites. These would then be transferred to the flesh tanks to serve as fresh nutrients...

After almost 50 years, the Icarus has now been sufficiently repaired to allow it to follow the orders issued by the ship/Azathoth, to make the hyperspatial jump and return to the parent body. And it is at this moment that the characters awaken from their long hibernation...

This chapter is provided as a play aid and is arranged as follows: first an Overview of Events is provided, which shows how the adventure will probably develop. After this, keepers will find important information on topics which are of importance to the adventure as a whole, but which are not specifically mentioned elsewhere. These are The Structure of the Icarus, The shipboard Computer, The Nanites, The Fragment of Azathoth, The Voice from the Wall, and The Esper's Son.



THE ADVENTURE 2

Overview of Events

The characters are suddenly re-awoken from cryostasis and thawed out – but all are members of the ship's replacement crew, and should have spent the entire mission deep in hibernation. The adventure therefore begins for the players with the knowledge that something on board has apparently gone wrong.

Hardly awakened, the characters discover that they are to all appearances completely alone on the ship, but find out the reason for their awakening: the shipboard Computer has erroneously registered the approach of another ship and activated the remaining crew in order to let them implement orders covering such a situation. This means they must explore the ship themselves while preparing to contact the approaching vessel. After considering this initial information from the Computer, the characters' first destination will be the Bridge. Due to the heavy damage the ship has taken, there is only one way to get there. During their journey through the Icarus, they will gradually discover the background events that have resulted in the current situation and also become aware of the lethal danger in which they find themselves. The defective shipboard Computer and various other adversaries will make this no pleasant or easy task.

Discoveries in the Technical Module, the part of the ship in which the characters awaken, straight away pose a number of questions, and the next segment, the Drive Module, contains no answers to these. It is only in the following module that the pieces of the puzzle begin to fit together. An insane scientist among the rescue shuttles, who was re-awoken at the same time as the characters and who knows about the background to the insanity which overtook the ship, a shuttle which has waited half a century to dock, a deck which once held the DNA nourishment tanks and the cryptic announcement "60 seconds to jump" which gives the characters just less than an hour to solve the mystery of the Icarus.

More of the background is revealed in the next module of the ship. A survivor of the disaster, thawed out from cryostasis, video recording of the Sickbay, the personal logbooks of the Captain, the body belonging to the voice regularly heard over the intercom, a research laboratory and the discovery of the thing in the ventilation shafts all add up to form a picture of exactly what the Icarus is, what its mission was, what happened to it, and what is about to happen.

Armed with this knowledge (and perhaps a few remaining questions), the characters will reach the final module of the ship, where they meet the Esper and perhaps manage to convince it to slightly adjust the course of the jumping Icarus so as to destroy it and prevent its mindless passenger from reuniting with Azathoth. The characters can accept their voluntary deaths, or attempt to escape in the last shuttle over to the wreck of the Daedalus, there to await a presumed rescue. This is a false hope – but the characters will not realize this before they are almost dead.

KEEPERS INFORMATION 4

The Structure of the Icarus

> *"Imagine a spaceship that is faster and better than any ever seen before. Imagine a spaceship that is so fast that it displaces matter before itself until it eventually breaks through it. Imagine a spaceship that no longer needs to travel in our space-time continuum, but can fold space and thereby cross immense distances in short periods of time. Lay a sheet of paperbefore yourself on the table. Draw a starting point at one side of the sheet and a finishing point at the other. Now specify the shortest distance between start and finish. Is it a straight line? For normal ships yes, but not for the ship that 1 have the honor to present to you today. Instead, fold the sheet so that starting and finishing point lie one above the other. And now puncture a hole between the points. That, ladies and gentlemen, is the shortest connection between the two points. And the Diadalos is capable of traveling in precisely this manner..." –*
>
> *Prof. Paul Newman, leader, 'Daedalus Project', from his speech to the board of Federated Boeing, 12.9.2238.*

As the Icarus – and before it the Daedalus – uses a special kind of drive, their design is somewhat unorthodox: four round modules form a ring around a fifth, which forms the center of this circle. Each of the individual modules serves a specific purpose, e.g., drive, life support etc.

These five major components are connected by tubular concourses. Each of these connecting concourses is designated after the number of the modules between which it lies, in ascending order: Connecting Concourse 2.3 therefore lies between Modules 2 and 3. However, at the time the adventure takes place, these have been partially destroyed by the collision with the jettisoned drive module of the Daedalus. The ship's emergency systems have sealed them off and they are impassable. In fact, only one route through the ship is open. This is the route the characters must take if they are to reach the Bridge, and the brain of the Icarus.

The characters awaken in Module 3, which accommodates most of the technology and the life support system. This is connected with Module 5, where the ship's drive is to be found, which leads to Module 4, the so-called Ship Module, where the rescue shuttles, the apparatus for the production and repair of the Nanites, and the DNA tanks lie. Next, Module 2 contains the crew quarters, the recreation lounges, and the large Panorama Lounge. This leads to Module 1, which contains the Bridge, the shipboard Computer and the Esper Cathedral.

Each ship's module has two decks – Level 1 (above) and Level 2 (below) – which always look alike: a circular passageway divides each level into an exterior and interior area. Doors branching from this corridor bear no names, but in most cases are only marked with numbers, so that the characters must open them to find out what lies behind.

The only exception to this is Module 1, which has three levels instead of two. Level 0, which is substantially smaller, is appropriately located above Level 1 and accommodates the Esper Cathedral (see below).

Two or more passages connect the upper circular passageway to the connecting concourses between the individual modules. A heavy bulkhead separates these two systems of corridors. In the lower deck these two passages end in elevators, which give access to the upper level, in front of the bulkhead.

The dominating element of the interior of the ship is steel. The Cryostatics Hall, sterile environments such as the hygiene cells, the Sickbay and the Nanite Production are clad in antibacterial, self-cleaning plastic components, and the lounges in the Crew Module are a bit more homely, but the remainder of the body of the ship is made up of cold black treated metal. The entire interior of the ship was originally hermetically sealed from the organic outer hull by a special interface. The shower of debris that damaged various interconnecting passageways of the Icarus also destroyed this layer in certain areas. These points, where the organic hull material grows wildly inside the ship, now also provide the Nanites with permanent access to the interior of the Icarus.

Not all parts of the Icarus have metallic walls concealing the technical innards of the ship from view. In the system of connecting passages in particular as well as in the modules, whole corridor 'walls' consist only of bundles of pipes or cables. These are covered almost everywhere by steel lattices, under which ventilation systems, junction boxes and cables of various sizes can be seen.

This system of electronic ganglia can be entered via various hatches, which are positioned in walls, ceilings and decks at regular intervals, and which lead to maintenance and supply shafts. However, these do not form a continuous secondary corridor system. Even though it is possible to travel far into the interior of a module within them, it is not possible to completely explore a module nor to enter one of the two connecting concourses from the shafts. Beyond this, progressive movement within the shafts takes place by way of dead ends and a confusing multiplicity of branches – to both sides as well as above and below – and the extremely small dimensions of the shafts make travel even more complicated. Many are so narrow that progress can only be made by crawling. The maintenance shafts also have terminals at which – with authorization or a successful Computer Use roll – supply of air, power and heating to individual subunits can be adjusted or turned on or off.

The following encounters can occur anywhere in the entire ship at any point:

- Part of the Fragment of Azathoth: see below.
- Rampant growth of the organic outer hull: At these ruptures of the interface between the exterior and interior hulls, the outer hull's biological material has penetrated into the ship's interior and completely sealed the hole;

therefore decreased pressure and vacuums do not occur at these points. When the biomass, which under normal conditions is an extremely resistant material, is exposed to the increased nitrogen concentration of the interior atmosphere of the Icarus, it loses most of its structural integrity and takes on a gelatinous consistency. This amorphous gray-white lumpy flesh carries a high population of Nanites, and an investigation of the swollen, ulcerous mass with bare skin results in a nanite investigation of the incautious limb or member 75% of the time. The consequences of this contamination are described in the section covering the Nanites.

- Areas where heating and/or lighting has failed: these areas are either freezing cold, pitch dark, or both. Dim emergency lighting sporadically illuminates these areas. If the shipboard Computer is still active in these parts of the ship it will notice the presence of human life in areas without heating and draw the characters' attention with the message: "Warning: temperature below normal parameters. Danger of frostbite." It should be noted that the supply of air still functions throughout the entire ship (with the exception of the sealed areas around the breaches in the hull, which are in any case inaccessible to the characters). This is because the Nanites also need oxygen to function. While this is supplied by a special nutrient fluid within the outer hull, outside it must be derived from air. For this reason, the computer prioritized the repair of the air supply throughout the entire ship following the collision.
- Closed areas: As a result of computer malfunctions and the alarm states of some parts of the ship, access through some modules and areas has been blocked by locked doors and iridescent green force fields. Approaching a force field triggers a warning from the computer, but touching it is harmless. The computer will not allow the force fields to be disconnected, regardless of any successful Computer Use rolls. Locked doors which are also alarmed differ from those which are not alarmed by the presence of a small flashing red light. Attempting to open one of these is responded to with an appropriate message from the computer. Unlike unalarmed locked doors, doors with alarms cannot be opened with a successful Computer Use. Locked doors and force fields provide keepers with a useful way to lead parties through the individual modules and directly to the information they need.

The circular form of the ship was deliberately chosen so that the characters would not be able to see the whole passageway in front of them during their journey through the Connecting Concourses. The curvature of these only allows characters to see a small area at any one time, allowing keepers to build tension by introducing ominous sounds from behind curves or disturbing shadowplay on the external walls.



KEEPERS INFORMATION 5

The shipboard Computer

The actual brain of the ship is the gigantic shipboard Computer. As its technical hardware was not too badly damaged, it can be accessed almost everywhere on board and can supply the characters with certain information. No technical aids such as communicators or terminals are needed to make contact with it, as it simply responds when addressed.

However, various technical components of the gigantic Computer were badly damaged during the collision, in addition to which the presence of Azathoth also has a negative effect upon its capabilities: this means that it cannot access many of its files, frequently answers with obviously incorrect analyses, repeats itself again and again and supplies irrelevant or cryptic information without having actually been asked anything. If it is overloaded with questions from the characters (or just feels like it) it will start a system checking program or inform the characters that they lack the correct authorization. Rebooting further parts of the computer system would fix most of these problems, as the group will realize with a successful Computer Use or halved Know roll – but this can only be carried manually out from the Bridge, as the Computer itself can inform the characters. If asked, it can also explain to the characters that its capacities are currently close to being overloaded as it is busy calculating the course of a new jump.

Minor tasks such as opening locked doors can be performed with Computer Use, but it is impossible to exert a greater degree of control over the Computer from any other place than the Bridge.

The shipboard Computer represents an important source of information for the players, and one that they are certain to exploit. But the Computer does not really know much – most of its sensors have failed, much of its data is currently inaccessible, and the characters should be left with the feeling that the Computer is far from being completely reliable. They should start to receive obviously contradictory information from the Computer at quite an early stage. The meaningless phrases, counter-questions and requests for further information that the Computer constantly answers with should also get on the players' nerves:

> *Player: "Computer, how many life-forms are currently present aboard the Icarus?"*

> *Computer: "Processing request. Indicate order of magnitude of life-form."*

In addition to its role as source of information, the shipboard Computer should also exert pressure on the characters. Its system is suffering from immense disturbances, leading it to occasionally make contact with the characters, completely unrequested, in order to answer questions they have yet to ask it, to bombard them with completely irrelevant phrases and repeatedly announce the forthcoming jump of the ship in order to emphasize the time pressure the characters are under.

Whenever the keeper is playing the part of the shipboard Computer, he or she should strive for an emotionless tone of voice with as little modulation as possible. Care should be taken to pronounce words correctly. A computer which speaks in slang or dialect is less than believable.

Communicating with the Computer

The Computer can supply the following information on demand:

- Number of human life signals on board? "11." (But no details).
- Identification of life signals: "Authorization insufficient".
- Location of life signals?

  "Life Signals 1-5: Module X, Level Y, Area Z." (The player characters and their present position).

  "Life Signal 6: Module 4, Level 2, Hangar Deck." (Sergei Antonovitch, the madman from the Cryostatics Hall. After leaving the group, he immediately sets out for the Hangar Deck, where he stays indefinitely. If the characters ask this question before it seemed believable that Antonovitch could have already reached the Hangar Deck then the keeper should select a suitable part of the ship as a temporary location for him. It should be apparent from this that Antonovitch is probably on the move himself: his current location could be a corridor, an elevator or a connecting concourse.)

  "Life Signal 7: Module 5, Level 1, Maintenance System" (The Esper's Son, scampering through the Maintenance tunnels of the Icarus. As soon as it becomes aware of the characters, it starts to tail them, and thus its position may need to be altered accordingly.)

  "Life Signal 8: Module 2, Level 1, Panorama Lounge." (The Voice in the Wall.)

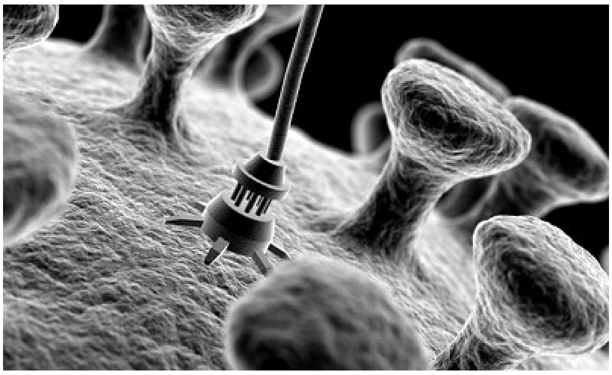
  "Life Signal 9: Module 1, Level 1, Bridge." (The woman on the Bridge.)

  "Life Signal 10: Module 2, Level 2, Sickbay." (The frozen patient from the Daedalus.)

  "Life Signal 11: Module 3, Level 2, Cryostatics Hall." (The mutilated human in the cryostasis chamber.)

  The Esper is not recognized by the ship as a valid, individual person and therefore does not appear in the Computer's list. Present position of ship? "Unknown. Recognized navigation points not present. Approximate position can be calculated." If this is requested, the computer will repeatedly encounter program errors, start the system analysis program, return impossible results ("Distance traveled: minus ten meters"), give completely irrelevant answers ("Oxygen content in crew quarters: 90% breathable"), or simply remain silent.
- Course taken? The ship can inform the characters of the details of the ship's flight path to the jump corridor, exactly 743 minutes traveling time from the Earth, following which the jump took place.
- What is a jump? "Authorization insufficient."
- Destination of jump? "Authorization insufficient."
- Time elapsed since jump? "438, 288 hours." (i.e. 26, 297, 280 minutes, or 50 years).
- What has happened here? "Processing request."
- Status of crew? "Primary crew failed. Emergency activation and reanimation of replacement crew caused by approach of ship."
- How large was the replacement crew at the start of the mission? "The strength of the replacement crew corresponded 1:1 to the strength of the primary crew: 72."
- What happened to the primary crew/the rest of the replacement crew? "Authorization insufficient."
- Status of ship? "Severe structural damage, power supply intact, life support energy level 4%." (Sufficient to keep 10 humans live, but not the entire crew.)
- What do the ship's sensors say about conditions outside? "Sensor banks heavily damaged and extensive analysis impossible. Short-wave sensors detect activity outside known parameters." (Should the characters find a video screen and access the sensor images themselves, they will see an impossible number of rotating geometrical forms, clouds of inky mist and static signals which flit repeatedly across the screen.)
- Request details of unknown ship approaching Icarus: "Sensor banks heavily damaged and exact data impossible to supply. 'Radio signals received. Ship approaches steadily, contact in 17,054 hours."

- What is the origin of the fleshy growths in the ship? "Breakdown of the organic outer hull of the Icarus into the ship's interior."
- How did it get there? "Authorization insufficient."
- What kind of material is it? "Authorization insufficient."
- What does the silvery film in it consist of? "Nanites. Nanites are part of the maintenance system of the organic outer hull of the Icarus."



KEEPERS INFORMATION 6

The Nanites

The Nanites are the now out of control maintenance and immune system of the organic outer hull. Their entry into the ship's interior had catastrophic consequences for the original crew, and they now form a lethal danger to the characters.

The Nanites' task is to repair damage sustained by the organic outer hull using specially bred biological material. The breeding tanks were substantially damaged when the Icarus was crippled at the same time as the need for new biological material increased drastically due to the heavy damage taken by the outer hull. The Nanites overcame the lack of suitable repair material by availing themselves first of the primary crew, then of the replacement crew as an additional source of the necessary biological material. The only crew members left are the characters, the crazed scientist Sergei Antonovitch and the remaining replacement crew member, who has been fused with her cryostatic tank. The remaining 65 crew were gradually used up by the Nanites in groups of five. As fertility in the nourishment used for the cultivation of the biological material dropped, the shipboard Computer opened the cryostatic tanks allowing the Nanites access to their victims.

Even though there is no acute need for biological material when the characters awaken, the Nanites are programmed to convert such material into reserves, and will take every opportunity to do so. This can occur as soon as the characters come into contact with the tumorous growths of the outer hull (see above), or if they stop moving for a longer period of time (about 10 minutes) to take a rest, for example. The Computer has a background program running which constantly scans the entire ship looking for dormant signs of life that the Nanites can make use of, and any discoveries are automatically passed on to them. The Nanites will become active within the space of a few minutes – a minor laceration in the skin is all that is needed for them to enter the organism and start work. The time needed for complete dissolution of a source of fresh organic material depends upon body mass and the number of Nanites involved, but reckon on between 20 minutes for a baby and five hours for an adult human.

A single nanite is invisible to the naked human eye: they approximate 8.4 micrometers across, with a volume of about 85 cubic micrometers – about the same size as a red blood corpuscle. A group of several hundred thousand Nanites can be discerned as a glossy, silvery film – if present within the skin, this takes on a silvery discoloration. There are a total of 73.2 billion Nanites on board the Icarus, mostly within the outer hull.

As the outer hull of the Icarus contains a large amount of electronic equipment, the Nanites are also programmed to carry out a certain degree of technical repairs. However, their abilities within this field are quite limited.

The program which directs the Nanites was also affected by the damage taken by the shipboard Computer: the three individuals fused with the ship are seen as being part of the organic outer hull and are therefore not objects for conversion to biological raw material. However, the program responsible for the localization of individual persons (rather than biological raw material) still functions perfectly, and thus these three persons are included in the computer's report on the human life forms still present aboard ship.

The Esper is likewise recognized as an integral part of the ship by the Nanites, as is its Son. The Son's DNA is sufficiently similar to that of the father for the Nanites to identify it as a part of the ship's inventory, and as such leave it alone.

The characters will become familiar with the horrors of dissolution by Nanites while they are still in the Cryostatics Hall. The constant fear of attack or infestation by Nanites offers keepers an outstanding narrative device. Casually mentioning that a character has "pins and needles in the foot" can trigger enormous panic. A scan by the medical computer in the Sickbay or First Aid Station can detect "foreign organisms" in the body – and due to a malfunction leave it undetermined whether this means viruses and similar pathogens, or Nanites.

Contamination by Nanites in itself unnoticeable. It is only after about five minutes that a light feeling of formication (pins and needles) is felt in the stricken part of the body. Any accumulations of Nanites under the skin are visible as silvery discolorations. Later symptoms include stronger pains as the affected part of the body starts to change shape.

In one play-test, a character became infested in the thumb, which over time slowly started to turn silver and lose shape. He ended up amputating the thumb himself...

Due to the comparatively long time the dissolution takes, the Nanites will not have time to transform any of the characters into amorphous lumps by the end of the scenario. Any contamination that does occur will therefore not remove a character from play, but should rather be seen as being "merely" an extra source of additional horror.

KEEPERS INFORMATION 7

The Fragment of Azathoth

The part of Azathoth which came aboard the Daedalus during its journey through hyperspace, and which entered the Icarus in the shuttle along with the last survivor, has mutated over the course of the last 50 years. It has divided into countless small globular forms, which drift freely throughout the entire ship.

These bubbles are between fist and head-sized and possess several strange characteristics:

- They look like negatives. The shifting, permutating colors of the iridescent surfaces seem somehow wrong. The eye constantly attempts to "rectify" this impression – and fails, leading to a feeling of dizziness in the viewer after longer periods.
- They glow – however it is not light they emit, but rather darkness. A tiny point shines within each one, and just as a rotating bull's eye lantern sends out a moving ray of light, each of the floating blisters emits a searching, conical beam of total darkness. The edges of these "rays of darkness" are just as diffuse as normal beams of light and are seen most clearly in dusty atmospheres.
- Their form slowly shifts and changes, somewhat like the wax globules inside a warmed-up lava lamp. No obstacle halts their aimless migrations through the ship – they simply drift through all walls and furnishings.
- At irregular intervals they give off a very high-pitched, hardly audible tone, slightly similar to the beating of a triangle. Any definite rhythm is hard to discern, particularly as different blister creatures seem to follow different tempos.
- They are faintly radioactive.

These spawn of the Fragment of Azathoth are usually encountered in small groups of three to seven. They are not recognized by the Computer, which only detects their background radiation. The characters may encounter these things all over the Icarus, particularly in direct proximity to the ship's reactors – they are drawn here by the radioactivity – and in Connecting Concourse 4.5 (see above). As they are completely mindless, they take no action against the characters. Touching one of the things causes agonizing pain, but does not cost any hit points. The first sight of these parts of Azathoth costs 1/1D4 SAN.

KEEPERS INFORMATION 8

The Voice from the Wall

As soon as the characters use the ship's internal communications network in order to make contact with any surviving crew members, they will discover that there is at least one other survivor on board who is able to communicate with them. But it is not a particularly helpful contact: 50 years ago this poor man was fused into a wall by the Nanites. Through an unfortunate coincidence, he came into contact with the biological material of the outer hull, which had penetrated through a breach in the interface into the Panorama Lounge, and was immediately fused with the tumorous growth by the Nanites. In this way the body of the man became a part of the ship. Converted by the Nanites and attached to the nourishment system, he has survived 50 years and can be found in the wall of the Panorama Lounge in Module 2. Over the years, he has become completely insane.

The Nanites perceive him as a part of the ship, and have therefore directly connected him to the communication system of the Icarus. As a result, his sighing and breathing can be heard directly from the communications loudspeakers that are mounted all over the ship's walls. His thoroughly unbalanced state of mind no longer allows him to form coherent sentences. The Voice from the Wall sounds tormented and should if possible be presented by the keeper as high-pitched and screeching. Nothing can sound too disturbing for a human who has been fused halfway into a wall and left in full consciousness for 50 years, his head held immobile and staring at the same sight, unable to drink or eat, but nevertheless kept alive by the ship with all necessary nutrients.

The Man Fused Into The Wall

The characters will hear the following fragments of sentences again and again:

> *"I am in the wall..."*
>
> *"When will you finally come to kill me?"*
>
> *"Paper – scissors – pen, paper – scissors – pen" (A reference to the only means of passing time left to him, an empty pen and a piece of paper on which he has painstakingly written a few lines. See Investigators Handout #7.)*
>
> *"Like a planet around its sun... so many times... like a satellite..." (An astronaut who had gone outside the ship after thee collision to examine the damage to the outer hull suffered a fatal accident. Held by the artificial gravity exerted by the Icarus he orbits the ship like a satellite. He can still be seen through the large transparent dome in the in the Panorama Lounge as his orbit slowly drags him past.)*
>
> *"When will you finally come?"*

> *"Kill me..."*
>
> *"… please..."*

If these fragmentary attempts at communication start to get on the characters' nerves after a while, they may decide to order the shipboard Computer to block the transmissions. An Idea roll can help here if the players do not deduce this themselves. But this should not prevent the keeper from occasionally making use of the Voice anyway: the shipboard Computer is not functioning properly and it is quite possible that it will sometimes "forget" instructions when it suits the keeper.

KEEPERS INFORMATION 9

The Esper's Son

An esper is needed to control the living ship; these are humans, generally considered to be lesser forms of life, whose genetic particularities enable them to control greater biomasses than just their own bodies. As the working results shown by the Esper of the Icarus, C124, were so outstanding, the decision was made to also include his then seven-year old son on the expedition, so that a replacement for C-124 would be at hand if anything should go wrong. Due to his young age, the boy was submitted to a particularly detailed series of tests to guarantee his suitability as ship's Esper despite his youth, and he was not put into cryostasis like the rest of the substitute crew. The boy was almost alone in surviving the disaster – he was ignored by the Nanites due to his relationship with the Esper, but he was not left unchanged. In order to help him survive better on board, they inhibited his growth and changed his exterior appearance: his body became slimmer and slighter, his legs stronger and angled more closely to the body to allow him to move better in his preferred environment, the maintenance shafts. The hairless creature that he became has very little left in common with the terrified child of 50 years ago apart from a certain childishness and shyness. It is horrifically deformed, and moves in a half-hopping, half-crawling motion, although it is an extremely accomplished climber. It can no longer speak, although it understands what is said to it in a basic way, and will shadow the characters once they enter Module 5. It will however be careful to remain in hiding, keeping to the maintenance shafts above and below the characters. Only the occasional scraping or scurrying sound will draw attention to it. If asked, the shipboard Computer will be able to inform the characters that, according to the internal scanners, "Object C-125" (the Son's official designation) is above or below them, but will refuse any further information: "Authorization insufficient."

The characters will not get a glimpse of the Esper's Son until they reach the Panorama Lounge. The gruesome alterations to its body will be fully visible as the Son is completely naked. This sight costs 0/1D4 SAN.

Care must be taken during the group's first encounter with C125 to keep a combat situation from automatically developing. The characters need the goodwill of the Esper in order to destroy the Icarus and prevent the jump into Azathoth's hyperspatial reality.

Describe the Esper's Son as having a horrific appearance, but one which also arouses compassion as it gazes at the characters with large, child-like eyes. Under no circumstances should its emergence provoke any acts of violence from the players' side.



THE ADVENTURE 3

Traveling through the Ship

With the help of the Computer, the characters will soon discover that there is only one accessible route through the ship to the Bridge. For this reason, the following description of the ship is set out according to the route the characters must take. Taking a short cut outside the vessel or similar actions can more or less automatically be ruled out, as the characters have no reliable information (or any idea at all) of conditions outside the Icarus, the Computer will not supply them with any (citing "Authorization insufficient") and none of the characters have been trained in the necessary use of a space suit. Only those areas which are important for specific events or for the evocation of atmosphere are detailed in the following description of the various parts of the Icarus. These are listed in the order in which the characters will most likely visit them. Keepers are free to add further areas as they see fit. Bear in mind that the characters do not possess authorization to enter every area, and many are alarm locked, as mentioned above.

In order to ascertain exactly what happened to the ship, the characters must search the modules and uncover the clues present there. If necessary, keepers can easily lead their players to these by use of intriguing hints and suggestive descriptions. Sometimes an invitingly open door can be all that is needed to lead players in the right direction.

Unless indicated otherwise in the following descriptions, no portholes, windows or any other kind of opening allowing a view outside are present. The characters aboard the Icarus are traveling blind and will only be able to catch occasional short glimpses of the exterior.

Module 3: technical

This module contains all the systems vital to the functioning of the ship – and the replacement crew. Red alarm beacons are lit all over this module, casting a bloody, eerie glow over all areas and corridors.

Cryostatics Hall / First Aid Station (Internal area) The Cryostatics Hall is situated on Level 2 of the Technical Module, and takes up almost all of the internal area together with the cryostatic equipment and First Aid Station. The coffin-like hibernation chambers are integrated into the walls – all 200 of them, rising in rows from deck to ceiling. This is enough to house not only the replacement crew of the Icarus, but also the complete crew of the Daedalus, who were to be shipped home deep in cryostatic hibernation. A robotic arm attached to the ceiling transfers the hibernation chambers into the reanimation modules situated in the center of the area. There are 10 of these. Yellow warning lights illuminate the reanimation process.

Each hibernation chamber possesses a transparent window placed above the occupant's face as well as a display at the foot and along one side that allows the life processes of the occupant to be monitored.

The only door in the Cryostatics Hall leads into the First Aid Station, and a large window allows sight between the two. A team consisting of a doctor and several medics should supervise all reanimations from the First Aid Station. Now, however, only various medical examination instruments and couches are to be seen here. Among the medications that can still be found here are hypodermic syringes containing a circulatory stabilizer, intended to be given to freshly reanimated subjects.

Both areas are walled with large octagonal beige tiles made of self-cleaning plastics and are brightly lit by ceiling lamps.

The adventure starts: after the vacuum seals hiss open and the blood-curdling scream is heard, silence prevails – all the characters can hear are their own hearts, beating loudly. The characters will soon realize that nobody is coming to help them out of the hibernation chambers, or to detach the many wires connecting their heat retardant suits with the chambers' support systems. The characters will eventually have to get out of the chambers themselves. It takes a little while for their untrained and stiff muscles to start working properly again.

A total of seven chambers are present in the thawing modules. Only six of these have been opened: those belonging to the player characters and one belonging to an approximately 60-year-old man who is obviously suffering substantial problems recovering from the reanimation program. This man is Dr. Sergei Antonovitch (see Appendix A: Dramatis Personae).

The seventh hibernation chamber is still occupied according to the display, which says the occupant is one "Elisabeth Lasalle, Federated Boeing, Bio-Reg. No.: 4-6950327-43". The window in the cover is covered with some kind of black matter, preventing any view of the interior. The medical data on the display are unusual, as the heartbeat varies wildly between too fast and too slow, while the brain activity does not follow any clear pattern. The oxygen content in the blood is unusually high.

The characters have no way of knowing that this chamber was damaged during the collision and is no longer 100% sealed. The Nanites were able to penetrate it and have altered the human occupant over the years, not caring whether this raw material was deep-frozen or body temperature. However, when Elisabeth Lasalle was reanimated along with the other characters a few minutes ago and regained consciousness, she realized what had happened to her and let cry the blood-curdling scream the characters just heard. Her reawakening metabolism spurred the Nanites on to further work, turning the woman's body into a steadily changing, expanding mass.

Opening the chamber is not easy (roll on the Resistance Table against STR/15; no more than two characters can combine their efforts). Brute force will eventually succeed in raising the cover –and in ripping apart those parts of Lasalle which the Nanites have fused with it. Her would-be rescuers will be greeted by the gruesome sight of a swollen lump of flesh, blood, heat-repellent fibers and water-filled buboes from which the remains of what were once human limbs thrust at unnatural angles. The head is partially fused with the shoulder, and only one eye is still visible – and as the characters stand watching, a scrap of raw meat slowly creeps over this, as though drawn by an invisible hand. Wires, designed to connect a human with the life-support systems of the hibernation chamber, protrude from the cancerous mass. The artificial respirator tube could not be removed in time from the tumorous heap of flesh, and the automatic retraction motor, now working at full power, struggles in vain to withdraw the respirator – dragging parts of what was once Elisabeth Lasalle's jaw and mouth with it. Again and again, momentary flashes of silvery discolorations can be seen gliding over the surface of the roiling, bubbling mass of flesh. From the gaping hole that may once have been a mouth, a hoarse rattle is heard. All witnesses lose 1/1D6 SAN.

Putting the poor woman out of her suffering will also be difficult: every gaping, normally fatal wound the characters manage to inflict will be immediately repaired by the Nanites. Even cutting off the oxygen tube will be useless, as the Nanites will start to supply the suffocating woman with replacement oxygen within moments.

Upon leaving the First Aid Station, the characters will be asked by the shipboard Computer to report to the Operations Center to receive their orders. The door leading from the First Aid Station to the corridor is locked, requiring a successful Electronics roll to open.

Passageway

This is lit by the dim glow of the emergency lighting, often accompanied by flashing red alarm lights. The bulkhead to Module 5 is active, those to Modules 1 and 2 are inactive, with warning lamps blinking: "Vacuum – Emergency Isolation". These seals cannot be opened, but the warnings should be enough to discourage the characters from trying.

Operations Center (External Area)

This is a large area with seating for over 40 people, arranged facing a podium. The entire wall behind this is taken up by a large viewing screen with a control panel. As the group will not meet anybody else here, they must find any information themselves. They may choose to start with the screen itself, which bears the text

"Operational order – emergency activation of replacement crew". Activating this will supply further information on the reason for this: the approach of an unknown vessel. Members of the Command Staff must report to the Officers' Mess in Module 1 immediately.

The screen also offers a good chance to get the computer to display a plan of the ship, gaining an approximate overview. Detailed plans will be denied the characters: "Authorization insufficient". Backup Crew Equipment Store (External Area)

This is a large room on Level 2, filled with meter-wide shelves stacked full of gear. The tops are lost in darkness.

Automatic robotic arms move along the shelves and bring the requested items to a delivery point surrounded by a cage. Entering the actual storage hall is therefore impossible. The delivery point is only open above.

With the correct authorization, requests for equipment can be ordered from a terminal. But one look at the storeroom shows that everything is not in order here. Several crates of equipment have fallen from the shelves and one of the robotic arms has come off its rail and blocked a whole shelf.

The characters can equip themselves to a certain extent from this store: as it is extremely cold in the heat-retardant suits they are extremely likely to want to get themselves some clothes (only standard issue uniforms are available). They can also get flashlights, light tools and mobile Multi-Function Scanners (MFSs). These are small, portable sensor systems with basic functions such as radiometer, life-form indicator, material analysis etc. Weapons are unavailable here – there are in fact none aboard the ship. A portable welding torch, hammer or hefty steel pipe are probably the heaviest armaments available.

Life Support (External Area)

This hall takes up no less than half the surface area of the upper level. Gigantic pipes, pumps, filtration systems and tanks fill the hall. Metal lattice gangways cris-cross above air-conditioning systems and over cables. The walkways between individual technical blocks are so narrow as to be almost inaccessible.

A display on the control unit shows that the life support system is running on minimum: all systems are working on 15% of capacity strength, as all extra energy is needed for the jump, and there are only a few passengers on the ship anyway.



Cryostatics Control Room (Internal Area)

Directly beneath the cooling mechanism on Level 1, this room is used to control and maintain the hibernation chambers. Several screens and terminals dominate the area.

The characters can use this equipment to make sure that they were the last people left in the hibernation chambers. Checking the records of the chamber will make this clear.

Connecting Concourse 3.5

On the other side of the easily-opened bulkhead lies an 80 meter long, four meter high and four meter long passageway, whose walls narrow as they rise and which curves its way onwards towards the next module of the ship. Again, the dominant impression here is that of cold steel plating. At regular intervals, viewing windows are placed in the walls – however, apart from a few exceptions, these are all covered with metallic outer covers.

The viewing windows can be opened by instructing the computer: a strange blue mist, which hardly moves at all, surrounds the ship on all sides. No stars are visible through this – the characters cannot begin to guess where they might be.

Summary of Events

By the time the characters leave Module 3, the following events should have occurred:

- Dr. Sergei Antonovitch has absconded.
- The characters have had their first encounter(s) with the Fragments of Azathoth.
- They have discovered that they are the sole survivors of the back-up crew, and that no trace of either this or the primary crew can be found.
- They are aware that the Icarus is heavily damaged and that the shipboard Computer is only capable of limited functions.
- They know that there are dangerous organisms of some kind on board. They may also possibly have already found out that these are the ship's Nanites.
- The characters have received their mobilization orders together with the information that a ship is approaching the Icarus and that they are to report to Module 1.

Module 5: Drive

Both the drive systems are to be found beside the main reactors in this module. One is a STL (Slower Than Light) drive, while the second is the considerably larger jump generator. Although the module is only lightly damaged, it is illuminated in a dim twilight in order to save energy. Sensor-activated lighting units also illuminate the small area in which the characters are situated. As the drive systems were the subject of constant maintenance and overhaul, this module to a

large extent lacks the wall and deck covering found elsewhere. There is no general alarm status in this module, but isolated warning lamps continue to blink.

As soon as the characters enter the module, Object C-125, the Esper's Son, will become aware of them and begin to stalk them. The characters may notice this now and then by small, furtive sounds emanating from the maintenance shafts around them. Characters brave enough to lift the hatches and enter into the maintenance shaft system may catch a glimpse of a scurrying shape, but following it will be impossible – the Esper's Son is much too agile and knows these shafts far too well to let the characters catch up with it. Calling, making noises or striking against the walls from behind which the sounds come gets no reaction.

Walkway

A few individual working ramps and maintenance robots stand around the corridor. In a few places, cables hang from the ceiling. The bulkhead connecting with Connecting Concourse 2.5 is closed.

Reactor Room I Primary Pile (Internal Area)

Reactor Room I covers the entire internal area of both levels. It can be entered from both Level 1 and Level 2. Thick bulkheads painted with black and yellow stripes and the warning text "REACTOR ROOM 1 PRIMARY PILE DANGER ZONE" give egress. Stairs and elevators connect the levels within the enormous hall. In the center of the Reactor Room, the enormous reactor pile reaches up towards the ceiling – this contains the fusion blocks and is the heart of the drive of the Icarus. Around it, close to a hundred of the things spawned from the Fragment of Azathoth slowly circulate. Maintenance equipment and observation monitors are spread over the walls of both levels.

The deck of the hall has a special character: wide, flat bracings run from the wall of the fusion block like the spokes of a wheel to meet at the hub. These divide the steel deck into eight segments. Each eighth is divided by a thin line, on which the words "VENT BULKHEAD" are written on both sides, together with a number between I and VIII.

If the players do not realize this themselves, a halved Know roll or a roll against Craft (Drive Systems) will allow them to realize that this is an emergency system allowing the entire Reactor Room to be exposed to the vacuum of space by opening the vent bulkheads in the event of a cooling system failure or radiation leak. In this case the steel bracings would be able to bear the weight of the fusion blocks alone. In the case of a core meltdown, the fusion blocks can also be blasted free from their mountings and the ship saved from destruction. This was exactly what was attempted aboard the Daedalus –but a mistake made during the release explosion caused the entire drive module to break away, with disastrous consequences for the Icarus.

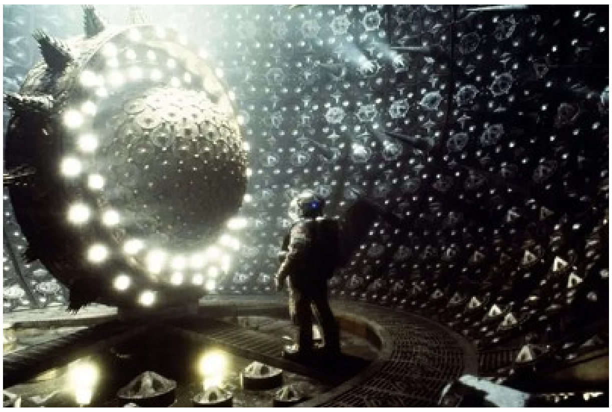
It is important that the characters discover this emergency system and understand how it functions. Even if at this point in time they cannot in their wildest dreams imagine opening the vent bulkheads, this is in fact the only way to make Connecting Concourse 4.5 passable (see below). In order to open the vent bulkheads it will be necessary to either cause a radiation leakage in the fusion blocks by means of a successful Craft (Drive Systems) roll (a failure here may have catastrophic results) or – probably a safer method – simulate one by use of a successful Computer Use. Either approach will enable the bulkhead opening sequence in the Drive Computer. All that is then needed to open the bulkhead is verbal activation by an officer of the rank of second lieutenant or higher. After the procedure is enacted, there will be a ten-second warning before the vacuum of space rips the atmosphere out of the Reactor Room.

Checking the monitor screens will reveal that the Reactor is running on full energy. 4% of its output supplies Life Support, 8% goes to the Computer, 6% into Pump Output and 82% into "Shipboard Systems". The Computer will not reveal exactly what is meant by "Shipboard Systems": "Authorization insufficient".

Reactor Room II (External Area)

The room housing the ship's backup reactor lies in total darkness. Reactor Room II also extends through both Levels, but is otherwise more modestly dimensioned. It takes up a good quarter of the external area, and has no emergency vent system. The fusion blocks are noticeably smaller than those belonging to the Primary Pile, but otherwise this reactor room resembles its larger counterpart. Many parts of the Fragment of Azathoth can also be found swarming here.

Characters investigating the Reactor Room will notice that the Reactor is currently running on just under 53% of efficiency, with all of this energy going to the "Shipboard Systems". A Know roll will reveal that this is very unusual. A backup reactor normally ticks over at less than 5% in order to save energy, but still be capable of achieving full power at a moment's notice.



Jump Generator (External Area)

The door on Level Two does not lead directly into the Jump Generator Room, but rather into a small anteroom that contains four cubicles and four tubular force field cells. Four pairs of protective overalls hang in these. A round bulkhead of transparent high-safety plastic leads into a pressure lock, with a second bulkhead made of the same material. A disinfection device can be seen in the ceiling of the pressure lock. The room beyond is completely bathed in a sterile white light. The first thing that greets the eye are two blocks of equipment – each

one consisting of a series of innumerable rotating discs, cubes and other geometrical figures, forming a moving play of intermingling shapes, but which still seem to fit perfectly into one another and form something not entirely unlike a machine. Light blue electrical sparks crackle and run over the individual components of each block, which connect to each other via a permanent electrical arc. The impression of complicated technology prevails here, reinforced by the dozens of screens lining the walls, over which a constant stream of irrelevant data runs.

This is the part of the Drive that makes it possible to fold space in front of the Icarus and produce the dimensional rift through which the ship passes. Having reached its destination, the Jump Generator then opens another rift through which the ship passes, re-entering normal space again.

The characters are only able to enter this area at all because of a fault in the door's locking mechanism. However, they will not be able to proceed any further: in order to enter the absolutely sterile, germfree room they must be wearing protective overalls and be authorized by the shipboard Computer. So if the characters should short-circuit the force field tubes by use of Electronics, for example, they will fail when they get to the retina scan needed to get through the pressure lock. Whether or not they let the scanner mounted beside the pressure lock read their retinas, the result will be a "Level 1 Security Alarm", which the computer will react to by "dispatching a security team".

This room will remain by and large a puzzle. Although the characters will know from the sign on the door that this is the Jump Generator, they will be unable to coax any further information out of the shipboard Computer as they do not have the sufficient authorization. And even if the player characters could understand it, the complex workings of the Jump Generator are of course beyond the understanding of either players or keepers, making this mystery one which is best left unexplained.

Incidentally, none of the characters have ever heard of a Jump Drive before – it must therefore be a new or experimental drive.

Reactor Room III (External Area)

This is another reactor – the room is exactly the same as the Backup Reactor. This reactor is running on almost 95% power, but the screens report that the energy is not being fed into the ship's network, but instead into two gigantic battery blocks. Any more than this cannot be discovered. Once again the characters will meet with a blank "authorization insufficient".

In order to produce a feasible rift, the Jump Generator needs to discharge enormous amounts of energy within the space of a few seconds. So before a jump, these two blocks are always fully loaded, so that they can supply their power in a flash when needed.

Normal STL Drive (External Area)

This room on level 1 can be identified by anybody with moderate technical skills as the center of the Slower-Than-Light Drive. It looks like the typical image of a spaceship's engine room, with monitors, engine blocks, lines and cables.

The STL Drive is obviously intact, but the characters cannot access it. The shipboard Computer has taken over control of the STL Drive in order to position the ship correctly for the jump.

Launch records, which can easily be found in the main terminal, indicate that the STL Drive has been used on a number of occasions over the last 50 years to stabilize the position of the Icarus. However, the last real work was carried out exactly 438,288 hours ago when the Icarus was moved to the position of the current jump window and accelerated to the necessary speed (just under the speed of light) for the Jump Generator to become active.

Control Room (External Area)

This is the room on Level 1 from which all of the module's technical mechanisms are supervised. Several monitors, instrument panels and terminals can be found here. Hanging from the middle of the room, directly over the terminals, but safely out of the way, is a meter-long faithful scale model of a spaceship from a well-known holovision sci-fi series. Two coffee cups lie broken on the deck.

The shelves belonging to the security teams, which usually contain emergency gear, oxygen tanks and first-aid equipment, are empty.

The characters can obtain more-or-less the same information here that they found in the other rooms. If the correct program can be found through a successful roll against Computer Use, the emergency venting of Reactor Room I can also be activated from here – at considerably less physical risk to the characters. The creation of an "emergency", whether genuine or not, must however be carried out at the Primary Pile.

Connecting Concourse 4.5

In front of the bulkhead leading to Connecting Concourse 4.5, the silhouette of a prone human is etched into the deck. This figure is best described as grossly malformed, and in fact only vaguely human: there is only a large smear where the legs should be, and the left hand seems somehow "stretched out".

This is where a crew member infested with Nanites finally broke down, just after his legs were liquefied by the dissolution process. The silhouette was left behind as the person in question was a technician. Persons of this occupation usually have thousands of radiation-absorbing microspheres implanted beneath their skins. When the Nanites dismantle a technician these microspheres react with the Nanites' metabolic production. This reaction gives rise to the slightly corrosive substance that forms the silhouette.

The concourse behind the bulkhead is constructed exactly like Connecting Concourse 3.5. Much more striking however is the fact that the entire concourse – at least as far as the curvature of the passageway allows visibility – is filled with thousands of the floating blisters from the Fragment of Azathoth. The things slowly blink on and off, plunging the concourse into a flickering darkness. The ringing sound emitted by thousands of

these creatures at once combines in a shrill cacophony, and the concourse looks bizarrely like an underwater area ringed off by naval mines. Each character loses 1/1D6+1 SAN.

The characters will quickly realize that this area is all but impassable – the blister things are in constant motion, their huge number makes the intensity of radiation dangerously high (as the MFS betrays by its panicked bleeping), and any physical contact with the blisters is extremely painful. Too painful to allow a passage to be forced, quite apart from the fact that anybody succeeding in this would be radioactively contaminated to a life-threatening degree by the time they reached the other end.

However, the shipboard Computer can reveal, if asked, that Dr. Antonovitch is currently in Module 4's Hangar Deck – but how he managed to get through remains a mystery.

The solution to passing is as follows: the bulkheads leading to both Connecting Concourse 4.5 and the nearest entrance bulkhead to Reactor Area I must be opened and then blocked. This can be done using steel girders, welded to the bulkheads, for example. Suitable material is available in both the Reactor Rooms and the Equipment Store. An "emergency" can then be created in the Primary Pile, leading to the venting of the Reactor Room. As the bulkhead is jammed open, the vacuum created will suck out not only the atmosphere from the Reactor Room, but also from the surrounding circular corridor and Connecting Concourse, including the blister things. The keeper should patiently let the players sweat over this problem, and only grant an Idea roll if absolutely necessary.

The best place for the characters to wait is in the Control Room. They are as safe here as they are in any other room sealed before the decrease of pressure, but they can also close the venting bulkhead from this room too. One minute later, normal atmosphere is restored in all areas. At this point the advantage in a simulation of an emergency becomes apparent. If the characters have caused a real radiation leakage in the reactor piles, they will only have four minutes after the sealing of the bulkhead until a critical radiation threshold is reached. This gives them effectively only three minutes to unlock the bulkhead to Connecting Concourse 4.5 and be upon their way.



No matter how well or badly the group deals with this problem, the Esper's Son will not be affected by the sudden decrease of pressure – in an unobserved moment it slips through the bulkhead into the connecting concourse, and vanishes again into the maintenance shafts.

Summary of Events

After clearing out the blister thins from the Connecting Concourse, the characters will be ready to leave the Module 5. By this point they should have gained the following information and reached the following conclusions:

- They are being followed by a creature that seems to live in the maintenance shafts surrounding them. The Computer calls this "Object C-125" – it must therefore once have been a member of the primary crew.
- The Icarus is fitted with a so-called "Jump Generator", which may lead to speculation over the present whereabouts of the ship.

Module 4: Ship's module

This module c6ntai s all mechanisms necessary for the activities of the ship which are not parts of the drive or life support systems. In addition to the Hangar Deck and the Sensor Banks, the most important of these are the Nanite factory and the tanks in which the replacement biomaterial is bred.

The moment the characters enter the module, the shipboard Computer will announce that a short ignition of the STL Drive is about to take place to "correct course". This should occur at the most inconvenient moment possible: as the inertia absorption fields which would normally compensate for such abrupt movements are out of commission, a powerful shudder will jerk the characters' legs from under them, possibly injuring them depending on the exact circumstances. Loose or loosely-fastened objects will be thrown across the room or passage – a swarm of Nanites could even be hurled through the air as a silvery cloud.

At some point, after the characters have left the Hangar Deck, the Computer will start counting down for the Jump: "Warning: Jump Sequence initiated. Ship jumps in T minus 60 minutes." From this point, the group has exactly one hour to solve the mystery and escape into (supposed) safety.

Corridors

These are as described before. The bulkhead to Connecting Concourse 1.4 is sealed. In front of the rooms belonging to the Control Center the characters will once again be able to make out the silhouette of a human being lying prone upon the deck.

Sensor Banks (External Area)

This room lies on Level 2 and is locked and alarmed.

Entrance Hall (External Area)

This room is situated on Level 2 and represents the interface between the spaceship and the outside world:

the external wall contains two large bulkheads designated A and B. Both bulkheads are fitted with pressure locks and can only be opened if the ship is attached to a suitable docking terminal.

Hangar Deck (External Area)

A large hall on Level 2 with docking stations for seven shuttles, each capable of carrying 10 crew members. Only four of these stations are occupied. A confusion of technology dominates the scene, which looks more like a huge repair shop than a landing area for small space ships. The interior walls bear the message: "WARNING: VARIABLE GRAVITY ZONE", while the external wall is made up of one enormous bulkhead. Directly in front of this, force-field cells can be made out set into the deck – these prevent a disastrous pressure venting in the hangar when the bulkhead is opened. The Hangar is crammed full with shuttles, work platforms, tanking devices and various maintenance robots. This makes it impossible to survey the entirety of the area at once – it must be gradually explored. Snatches of an incomprehensible sing-song can occasionally be heard.

Three of the shuttles are out of commission, but the fourth one is activated and ready for launch, as the status reports on it's docking terminal indicate. The terminal by one of the empty docking stations flashes: "Shuttle 08 requests landing permission. Initiating docking maneuver." This is a reference to the shuttle which was ordered to return to the Icarus 50 years ago, but which never made it due to the disaster on board the mother ship.

The group will certainly be interested in finding the source of the singing, and will be met by the following sight when they trace it to the other side of the Hangar Deck: Dr. Sergei Antonovitch, still dressed in his silver-gray thermal suit, sits hunched against the wall, staring straight ahead.

His aspect is horrifying – his clothing hangs in tatters, the skin beneath scattered with burns and blisters, his face little more than a knot of burned flesh. To all appearances, he simply forced his way through the blister-thing filled connecting concourse and has become thoroughly contaminated by the radiation they emit (a quick scan with the NUS confirms this from the high radiation level of the doctor). In a mixture of his own vomit, excrement and blood, he has written something on the wall: "What was so terribly torn asunder must put itself together again". By this he obviously means the Presence on board the ship, which he now recognizes as a part of Azathoth, meaning that this Presence has no greater desire than to become reunited with the Idiot God. This perfectly correct realization has cost him his sanity.

Stammering and shrieking, he will repeat the following litany over and over again:

"What was torn asunder, so terribly torn, must reunite itself. The shuttle wasn't empty! No! No! No! It's coming! No! It's already here! You must destroy everything... the whole damn ship... listen... me... you... it... us... everything... The ship, do you feel it breathing? .. it must put itself back together again. Listen! So terribly torn."

A little tip on building atmosphere: whisper the first part of the mad doctor's babbling, with suitable pauses to allow the mood music free room to play, then suddenly scream wildly at the players. It's a cheap trick – but it works,

Sergei Antonovitch's sanity has been completely broken, and the characters will not be able to force anything further from him. He will not allow himself to be forced to accompany the characters and will refuse to set one foot in front of the other. If they attempt this, he will scream and strike wildly around himself so that the characters will most likely eventually leave him alone.

If the characters should decide to let the last shuttle land within the ship (requiring a successful roll against Computer Use), they will find within ten men in orange salvage suits, frozen stiff by the chill of space. Removing their helmets will cause their hair and perhaps one or both ears to snap off, as these have been frozen to the inside of the helmets by the many years of cold (0/1D3 SAN). One of the men has a small portable data unit, which allows data to be transferred to the mothership. The display reads "Transmission Debriefing Terminated". However, the battery is now too weak to be able to show this file. The characters should be able to upload the data to one of the terminals aboard the Icarus (see Icarus Handout 6), and the keeper can prompt them in this direction with an Idea roll if necessary.

Control Center (Internal Area)

This room on Level 1 controls the deployment of the ship's Nanites. It houses several computers that supervise the movements of the Nanites in the outer hull and within the ship. There is nothing here for the characters to learn: "Authorization insufficient".

Nanobot Production (Internal Area)

The door of this room on Level 1 bears a yellow warning sign: "Danger! Contamination". Behind a security lock lies the ship's nanite production area, where old Nanites are recycled and new ones constructed. Enormous amounts of high-tech equipment, apparently used to manufacture something, line the walls of this room. These walls are coated with a special light blue magnetic material so that any escaped Nanites can easily be returned into the system instead of finding their way any further into the ship. The finished Nanites are then pumped to the outer hull via thick hoses. A wall-mounted cupboard marked "Emergency Kit" contains pressurized air syringes marked "Nan-Ex". Nothing else can be learned here, and the computer will refer to the characters' "Insufficient authorization" if asked, while also repeatedly warning them that they are in a restricted area.

The syringes contain a substance that disables Nanites for approximately 30 minutes, preventing any activity on their part. This time interval is sufficient, under normal circumstances, for the medical officers in the Sickbay to remove the Nanites. The "antidote" has a side effect, however: brief but powerful, recurring stomach spasms.

Breeding Station (External Area)

This room on Level 1 is entered through a long corridor. An air lock must first be entered, which is kept sterile by ultra-violet light. After this lies an antechamber in which

half a dozen pairs of protective overalls hang within switched off cylindrical force-fields. After passing through a second air lock made from transparent high-stress plastics, in which several disinfection devices can be seen, the actual breeding station can be entered.

All terminals in here are switched off, and the air is maddeningly hot and sticky. Only the controls for the heating (at present 45° Celsius) and humidity (95% air humidity) are intact and functioning. The second airlock can only be passed by personnel wearing the overalls – characters wishing to enter the Breeding Station must therefore change clothes. Only slow movements are possible in the overalls, and even small movements can be challenging for those unused to the suits. As soon as they have been sterilized and have passed the second airlock they may enter the Breeding Station: a long area in which 12 gigantic meter-thick glass columns are situated. However, seven of these cylinders were apparently ruptured during the collision, and have spilled their contents into the rest of the room. Covering the deck, walls and ceiling is a billowing, pulsating whitish mass, which extrudes slimy filaments, withdrawing and dissolving them to form obscure bulges and fissures again and again. An MFS scan reveals that this entire twitching mass is part of one gigantic life form. Witnessing this costs 0/1D4 SAN.

If the characters dare enter the slime, it oozes out from beneath their feet like phlegm. The mass of DNA will immediately begin to slowly push its way up the characters' suits. Now would be a good time for the Icarus to ignite its STL engines: a powerful shudder runs through the ship, and some of the characters may lose their balance. The breeding mass may look revolting, but it is actually completely harmless.



Hygiene Cells (External Area)

Each module contains a hygiene unit with showers and toilets. The hygiene cells in Module 4 are particularly worth mentioning because the entire floor is covered with an unnatural, somewhat sweetish stinking slime – a scan with the MFS indicates that this is no longer alive, however. Air humidity here is at exactly the same level as in the Breeding Room, but the temperature lies well over 80' C. A broken ventilation shaft can be seen in the center of the ceiling.

This room was occasionally used as a second DNA breeding area. Material was brought into the room via the broken ventilation shafts. However, the project failed as too many germs and bacteria were present in the biomass. In order to kill the useless material and the germs, the computer briefly increased the interior temperature of the area to 100' C but since then only managed to partially restrict it, due to incorrect subroutines.

Connecting Concourse 2.4

Apart from being briefer and not curved, this concourse does not differ greatly from those already passed by the group. A bluer, more diffuse mist is visible out of the viewing ports, with the blackness of deep space being visible through it now and again. For the first time, the characters begin to imagine that they can just hear the arhythmical beating of drums and the shrill whining of flutes.

Summary of Events

By the time the characters leave Module 4, the following events should have occurred:

- Dr. Sergei Antonovitch has been found again, and has communicated his cryptic information to the characters: something on board the ship has been "torn asunder", and desires only to make itself whole again. The characters must destroy the ship before this is allowed to happen.
- The salvage report of the crew of Shuttle 08 is discovered and read: the ship that the rescue crew were interrupted in the middle of exploring, is known as the Daedalus, and appears to have been completely devastated. An unknown disaster occurred on board – it seems as though the crew turned on one another

Module 2: crew

This module is dominated by light blue-gray wall panels. The deck no longer consists of metal, but of self-cleaning artificial elements. This module was however badly damaged during the collision, so that both rampant growths of biomass and alarm-locked doors and force-fields are frequent here. The entire module is illuminated by weak blue emergency lighting.

The characters will find the first answers to their questions here, and encounter further witnesses as well as Object C-125. When the characters reach the Panorama Lounge, the Computer will inform them that a shuttle has left the Icarus, and has set course for the Daedalus. If asked, the Computer can confirm that Dr. Antonovitch is on board the shuttle.

Passageways

The bulkheads to Connecting Concourses 2.5 and 2.3 are locked. Otherwise everything is as described above.

Cabins (Interior and Exterior Areas)

Level 2 contains a total of 45 of these rooms, both single and double cabins. They are not very large and all resemble one another, with bunks, tables and magnetic lockers.

The cabins contain working clothes and a few personal items such as pictures, private holographs, and keepsakes from home, back on Earth. In some of the cabins, the discolored silhouettes of prone humans can be made out.

Hygiene Cells (External Area)
These are the same as otherwise, although designed for more people. Warm mist hangs over the bath. One of the showers has been left running for 50 years.

Mess (Internal Area)
A large hall on Level 2 with enough tables and chairs for approximately 70 people. The chairs have been thrown into wild disarray, but the tables are bolted to the deck. Two dozen automatic meal dispensers hand upon a wall. Cutlery is scattered throughout the entire room. A red alarm light throws its flickering warning over the scene.

The automatic dispensers offer 168 different choices of ready-to-eat meals, which warm up within seconds of light pressure being applied to the covers. No more can be learned here.

Sickbay (External Area)
The Sickbay is situated on Level 1. This area is constructed completely of high-grade steel and contains innumerable cabinets, machines and displays on the walls, with technology everywhere. Hospital beds stand within quarantine force-fields. An operating table stands in the center of the room. Used surgical instruments lie about, an overturned trolley beside the table has its contents – scalpels, syringes etc. – scattered over the deck. A medical cryostatic chamber is active and holds a patient. Surveillance cameras are installed at several points. According to the sign on it, a door leads into the "Laboratory".

The patient within the hibernation chamber is the crew member from the Daedalus that the rescue party brought back to the Icarus. However, before the shuttle docked, he awoke in a state of violent insanity and injured two of the members of the rescue team. The man was transferred immediately to the Sickbay, immobilized and placed in cryostatic sleep, as the medical personnel were needed elsewhere due to the collision.

If the characters decide to initiate reanimation, a stretcher holding a naked middle-aged man slides out from the chamber as soon as the thawing procedure is finished. He has long, bloody scratches all over his body, which look as though they could have been caused by fingernails. His eyes suddenly snap open as he rears up against the restraints that hold him. He can only be slightly calmed down by the administration of a suitable sedative (First Aid or Medicine). Then he will break out into a hysterical fit, whispering through the tears, again and again: "Is it still there? Yes, it is still there!" – "It brought the madness with it!" – "It wants to go back!"

As the whole room is obviously under surveillance, the characters will be able to get the computer to show them the video recordings of the last events to take place there (see box).

The Video Recording in the Sickbay

A search of the recording files quickly turns up the right one. The quality is very poor due to data decay, but the following can be made out: two medics carry a stretcher into the Sickbay – this bears the man from the hibernation chamber, who is screaming and struggling against his restraints. The medics are wearing orange uniforms, exactly like the characters, whereas the man on the stretcher's uniform is blue.

Medical personnel try to calm the obviously injured patient. Suddenly the picture blurs and flickers, the alarm starts wailing, and explosions can be heard in the background. Equipment overturns, people fall over and cry out, and the picture is shaken again and again. Audible over all the noise is the calm, emotionless voice of the computer:

"Warning: Collision with unknown object. Damage alert in all Modules. Connecting Concourses 1.2, 1.4, 2.3 and 2.5 sealed. Pressure in Modules 1 to 4 decreased. Security and Medical Emergency Teams report to stations." At this point, the majority of the medical personnel leave the station at a run, while the few remaining transfer the now comatose patient into the hibernation chamber. The Computer makes another announcement: "Warning: Entry of Nanites into ship's body detected. All crew report to decontami-"

... and the transmission breaks off.

If the characters request a close-up image of the blue uniform worn by the patient from the Computer, they will be able to make out a badge depicting a winged man on his chest. The emblem is the same as that of the Icarus, but there is a different name beneath it: Daedalus.

Laboratory (External Area)
Situated directly beside the Sickbay, this laboratory was the workplace for a group of scientists and Object C-125. It can be entered from either the circular passageway or the Sickbay. The Laboratory is a sober place, lined with beige, antibacterial tiles. It is furnished with a few laboratory benches, a computer terminal, an examination chair (large enough for one approximately 120cm tall human to be strapped to), several cables and a kind of crown fitted with diodes. In a corner lies a storage cell, which can be secured with a force-field. Within this lie a couple of toys, a musical box and a pillow covered with washable fake fur. Hanging on one of the walls is a photograph of an intimidated-looking boy, clutching the fur cushion. Besides a set of scales lies an earless cloth rabbit, and next to this a set of syringes.

This room is cold (about 2° C).

All computers are secured by several passwords, but a successful roll against Computer Use can at least access two of the more interesting files (Icarus Handouts 3 and 4).



Panorama Lounge (Internal Area)

Situated in the middle of the ship, this area was intended as an oasis of quiet and a zone of recreation and recuperation. It fills up the entire internal area of Level 1 and is therefore circular in form. After all the cold steel and sterile plastic, this is an extremely pleasant environment: the deck is covered with soft carpeting, comfortable sofas scattered in groups and cozy reading corners dominate the enormous area. The presence of a well-stocked bar may tempt characters to stay awhile. However, signs of nanite attack are also evident here. Although there are none of the rampant growths of organic outer hull material, the Nanites have completely stripped the small ornamental park that once occupied the center of the area, leaving only empty holes that were once filled with soil and flowers. An artificial stream now splashes along a sterile, lifeless bed, and the recordings of bird calls which still play over and over again after 50 years now sound like nothing but empty mockery. A gigantic glass dome curves over it all, through which only the mysterious blue mist that surrounds the ship is visible. At regular intervals a man in a beige spacesuit appears and leisurely crosses the dome, endlessly circling like a satellite in a fixed orbit, held by the force of gravity exerted by the ship.

The Panorama Lounge holds a several things for the characters to discover. They will not only see the artificial "satellite" at least once, but they will also come across the man grown into the wall, already familiar to them as the "Voice from the Wall". In a niche of the wall there is a man, situated so that from the first view it is obvious that half of him is merged into the wall. In addition, his head is fused with his shoulder, his filthy hair and beard reach to the floor, and he stinks terribly. The accumulation of water has caused his legs and knees to swell to the thickness of footballs. His only pastime these last 50 years has been provided by a pen and a sheet of paper (see Icarus Handout 7). This appalling sight costs 1/1D4+1 SAN. He has little to say other than what he has already been saying over the ship's communications network, but his eyes light up strangely when he catches sight of the characters. If they seem likely to pass him by without releasing him, he will begin to wail, demanding that they kill him. But this is not easy to do: all wounds sustained are healed by the Nanites within seconds. The only possibility of ending his suffering is to inject him with a dose of NanEx before inflicting a mortal wound.

This area is also the first place the characters will get more than just a momentary glimpse of Object C-125. It sticks its flat nose out from a ventilation shaft and looks the characters over. Its gaze flickers again and again towards the bar. A vending machine with candy stands there, and it loves chocolate. This is the characters' chance to lure it out from cover. As long as the characters do not behave too stupidly, it will decide to trust them, but even so it will at first refuse to emerge from the safety of the maintenance shafts.

Recreation Room (External Area)

Overturned armchairs, upset tables, scratch marks from fingernails, bloody hand prints on the walls, a large burned mark at the entrance – these are the dominant impressions of this room on Level 1. A discoloration in the form of a human silhouette is also visible on the deck. The HoloProjector, stuck on repeat, still shows the same 3D action film that the off-duty crew members were watching 50 years ago.

Captain's Cabin (External Area)

This room on Level 1 is larger than the single cabins allocated to the crew. It contains a bed, a desk, and apart from some books that have fallen to the floor, a clear and structured orderliness prevails here. As captain's dress uniform hangs neatly from a coat hanger on one wall. The Captain's computer contains some files of interest, including an academic thesis (Icarus Handout 2) and the orders for the mission (Icarus Handout 5). An electronic letter can also be found, and an image file attached to this is obviously a text passage from an old book (Icarus Handout 1).

Connecting Concourse 2.1

Nothing new is to be seen through the viewing windows of this concourse. The bulkhead at the other end is intact, but one of the energy cells has been burned through and needs to be replaced. The shipboard Computer provides a helpful error message as the characters approach the bulkhead. A suitable energy cell can be found within each MFS, and installing it requires knowledge of Electronics.

Summary of Events

By this penultimate stage, the following should be clear to the characters:

- The reason why Dr. Antonovitch lost his mind: he became aware of the presence of a "writhing evil" outside the ship.
- Further information on the Nanites.
- Background information on the Esper and his Son.
- Background information on the Icarus' mission.

Module 1: command

This accommodates the brain of the ship: the Esper and the shipboard Computer. The scenario is now beginning to approach a climax, and Keepers should exploit this time pressure to the maximum. "20 minutes until Jump"

announces the Computer as the characters enter the module.

The entire module is lit only by a faint, light-green light. Cameras are mounted throughout – these constantly follow the characters' movements.

The structure of this module differs from that seen so far. Beyond the main bulkhead is a single large area, from which several doors and the alarm-locked Connecting Concourses 1.3 and 1.4 lead. In the center of the area is a round elevator that leads up to Level 0 in the Esper Cathedral. Beside the lift are several hatches in the deck. These cover narrow shafts, which lead straight down and grant the only access to Level 2 of the module. This is totally comprised of maintenance shafts, memory units and various other electronic innards of the ship. However, it is not possible to open these hatches: attempting this will give the characters one last chance to hear the words "Authorization insufficient".

Door I: Officers' Mess

An elliptical room with a large conference table and various viewing screens on the walls. A few reading chips with readers lie scattered about. This is where the characters should report for duty according to their mobilization orders.

The energy cells of the readers are almost empty, but a power pack cam be found if the characters look around. Loading takes approximately two minutes. If the characters take the time, they will be in for a disappointment: the chips contain various magazines such as "Deep Sea Angling" and "Subterranean Bivouacking".

Door II: Bridge

Access to the Bridge of the Icarus is via a swinging double door. The room is shaped in a semicircle and descends gradually in steps. On each stage stand computer terminals, while the opposite wall is filled by an enormous panorama screen, which however shows only the cosmic blue mist, through which many geometrical figures endlessly form, turn and reflect. This sight costs 102/1D6 SAN. Seated at one of the terminals is a woman, wearing the uniform of a navigation officer.

Approaching, the characters will notice that her feet are fused with the deck, and her arms with the table. Just like the "Voice from the Wall", she has been artificially kept alive in this state for decades. She looks deformed, her uniform is threadbare and she smells dreadful. Her eyes were torn open decades ago, and the remains of these have dried out leaving her completely blind. Only the index finger of her right hand is not fused with the table. With it she endlessly, almost automatically taps out the same four letters on the computer keyboard in front of her: 0-1-L-K-O-I-L-K- ... The document is now almost 23,000 pages long. At the very most she can babble and perhaps mistype if she is addressed. She is incapable of any other actions. This sight costs 1/1D4+1 SAN.

Door III: Shipboard Computer

The gigantic shipboard Computer in this room is visibly damaged and only provisionally repaired in a few places. However, the steering units seem to be intact and repaired.

It would be possible to bring the Scanners back into service and carry out other important repairs here, but this would require several hours of work – time that the characters no longer have.

The Esper Cathedral

Taking the elevator upwards brings the characters into a security lock, where they are sprayed with disinfectants. They must then step into thin plastic protective overalls, handed to them by a robot arm, and put on face masks. No germs are permitted to enter the area and possibly infect the Esper. Only when the characters have all followed the instructions relayed by the Computer will the bulkhead open and allow entry into the Esper Cathedral.

The domed hall, 10 meters high and 20 meters wide appears in shimmering black-green, thousands of coffers forming the dome. It is pleasantly warm in here.

In the center of the area stands a throne-like chair, inhabited by a man of indeterminate age. He is naked and fused together with his surroundings. His skin stretches like a tent down to the floor. Pulsating hoses lead from his body to the complicated technological apparatus that surrounds him. Upon his grotesquely oversized, shapeless head sits a metal framework, bolted tight to his deformed skull. Innumerable thin black cables proceed from this crown, disappearing into darkness towards the deck. Pulses of light chase one another along the cables, too weak to penetrate the oily darkness, but strong enough to be noticed. The mouth of the Esper is coarsely sewn shut, the eyes sealed with flaps of skin. The Esper is blind and mute, but can still hear. The idea was that he should concentrate solely on the running of the ship, and any other impulses would be merely distractions from this work – and thus he was surgically altered accordingly. He communicates with the outside world via a screen placed between his feet, on which his "words" appear. This sight costs 1/1D4 SAN.

KEEPERS INFORMATION 10

End Game

The characters should now have barely 15 minutes left before the Icarus jumps. It should also have become clear to them that they should prevent this. The key to doing this is the Esper.

The Esper is aware that there is something on board that feels "`wrong". He also has knowledge of the imminent jump. He is there, fore in a position to bring the ship off course by making a minimal alteration to its projected jump angle. The incorrect coordinates would result in the Icarus being torn asunder, and the living nightmare of the Esper's life would be over. But even though he longs for death, he will refuse to alter the jump coordinates until he becomes aware of the presence on board of his son. This is the only living being that the Esper has not yet become completely indifferent to. Therefore he will initially reject any and all requests from the characters,

and will only start to cooperate with them if they offer to rescue his son from the ship. As soon as he knows that the characters have taken his son off the ship and are safely aboard a shuttle with him, he will change the coordinates, destroying himself, the ship and everything aboard. As the Son cannot read the messages or communicate with his father in any other way, the characters themselves must bring the Son aboard the shuttle. The Esper has nothing else to offer the characters.

If the characters strike a deal, they must now hurry. The Computer starts the jump countdown. The steering jets fire again and again, correcting the course. Three minutes before the jump all available energy is transferred to the STL Drives, which slowly bring the Icarus up to the required jump speed. The Computer will warn anyone attempting to launch a shuttle at this speed, calling the characters' attention to the possibility of sustaining a breach to the shuttle's hull (this is to raise the tension further, there is no real danger). The characters will be unable to launch during the actual jump. Either they will have already escaped and be safely floating in space in their shuttle by the time the jump takes place or they will still be on board when the jump takes place, which will only be perceptible as a light queasiness in the pit of their stomachs. Launching the shuttle after the jump will propel it straight into the maw of Azathoth.

Luring the Esper's Son into the escape pod is not hugely difficult as long as the characters have not frightened him too much beforehand. The magic word here is ‘chocolate’. If the characters previously attacked or terrorized Object C-125, they must now attempt to rebuild his trust in them in the few minutes they have left. The Esper will only keep his part of the deal once he knows his son is in safety. Fooling him is almost impossible: he has access to the shipboard Computer and knows exactly how many living creatures are aboard.



THE ADVENTURE 4

Loose Ends

If the characters succeed in abandoning the Icarus with the Esper's Son, they will soon – even if they failed to discover its exact position – come across the Daedalus and probably set course for it. After all, a newly arriving ship was announced by the shipboard Computer of the Icarus, and said to be approaching. The thrusters slowly bring the shuttle alongside the hulk.

Arriving at the Daedalus to wait out the five days until the new ship arrives, they will discover the mass insanity which overtook the Daedalus – and experience it personally: even though the Fragment of Azathoth was taken over to the Icarus 50 years ago, direct contact with the Idiot God in hyperspace has left more than enough of Azathoth's "psychic fallout". And so the characters will be left in the hell of the dead ship, waiting in vain for the supposedly approaching ship, slowly descending as they wait into madness and deranged self-mutilation.

And should the characters dare to take a look out into space at any time – through the side-windows of the shuttle, the hatches of the Daedalus, or from aboard the Icarus as it makes its jump – they will be met by an unforgettable sight. No matter whether the Icarus has jumped, thereby leaving behind a rift in the fabric of the universe that the characters can see right through, or whether the ship – by whatever means – was destroyed, allowing the characters to make out the Fragment of Azathoth, expanded to its full size, or even whether the characters only exited the ship after the jump and now find themselves right in the middle of IT – no matter how it happens, they will now be confronted by IT, the Daemon Sultan, enthroned in the center of the Universe, surrounded by its court of mindless flautists (1 D10/1D100 SAN).

THE END.

ACKNOWLEDGEMENTS

This scenario takes its inspiration from films such as 'Event Horizon', ',Solaris' and of course the 'Alien' quartet, and takes the players into a thoroughly hostile environment billions of kilometres from home.

APPENDIX A: DRAMATIS PERSONAE

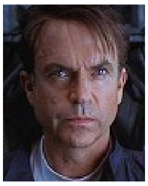
Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter.

DR. SERGEI ANTONOVITCH

Biology Doctor, LockMit Industries, Bio-Registration number: 9-5713544-84.

Dr. Sergei Antonovitch is one of the most brilliant minds of his time, even if he is actually too old for space travel. With PhDs in both Physics and Astronavigation, he was one of the project leaders of the Daedalus and Icarus Projects and was included in the mission on his own request.

STR:	09	Move:	6
CON:	10	HP:	11
SIZ:	11	Dex SR:	3
INT:	18	DB:	+0
POW:	12	SAN:	4
DEX:	10		
APP:	08		
BRA:	11		



Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	20	+0	1d3+db

Skills:
Astronomy 80%, Astrophysics 90%, Computer Use 70%, Mathematics 90%, Physics 95%, Astronavigation 70%, Biology (false information provided) 20%, Sneak (to give the characters the slip) 30%, Spot Hidden (to recognize the entities from the Fragment of Azathoth) 75%.

Notes:
After the Daedalus disaster, Dr. Antonovitch coincidentally gained access to some special databanks from the year 2219 which contained the entire collection of the Pan-Eurasian General Library. In this he discovered books that taught him things about the universe that he hoped never to experience. While still far from being a great expert on the Cthulhu Mythos, he learned something of the presence of Azathoth in the center of the universe. Although not yet fully convinced of the accuracy of this information, he was nevertheless intelligent enough not to completely reject the idea out of hand, and decided to join the crew of the Icarus in order to either finally confirm or disprove his fears. But Dr. Antonovitch found himself unwillingly placed in the backup crew when a scion of LockMit pushed his way on to the primary crew list at the last minute. The agreement Dr. Antonovitch made to have himself removed from hibernation directly after the dimensional jump quickly came to naught once the ship reached its destination – not surprisingly, considering the circumstances.

As Dr, Antonovitch is terrified of what may be about to happen, and is furthermore not inclined to trust the characters too much, he doesn't want the characters to know too much about him and therefore supplies them with largely false information:

- His name is Sergei Antonovitch, LockMit Industries.
- He is a professor of Biology and wanted to carryout a series of experiments for cancer cell analysis using rats here.
- He is not feeling too well. His body is reacting against the reanimation. Why isn't there anybody from Medical Personnel here? No, he has no idea what has happened.

While a successful Psychology roll can determine that Dr. Antonovitch is under extreme stress, it is however impossible to determine whether this is due to the reanimation process or some other reason. Dr. Antonovitch has not coped particularly well with the thawing process, he is very weak and feels a bit dizzy. Although not absolutely vital for the course of events, the scenario assumes that the doctor gives the characters the slip and disappears. As soon as they start exploring the ship, he takes the chance to slip away during an unobserved moment. His intention is to get to the Bridge as quickly as possible, but on the way he encounters the entities from the Fragment of Azathoth in Connecting Concourse 4.5, recognizes them for what they are, and only makes it as far as the Hangar Deck before his reason finally collapse.



APPENDIX B: SAMPLE PREGENS

LT. KLEONIKI MARAZELOS

Pilot/Navigator, Federated Boeing Interstellar, Bio-Registration Number: 4-2317084-57

25 years of age, good-looking (not least due to a little cosmetic surgery) and really with no great desire to be here at all.

You are Kleoniki Marazelos! MARAZELOS! Your father is the Marazelos, who owns half of New Greece and the Hermes drive factory. He also sits on the board of Federated Boeing, and a similar glittering political career awaits you. But first you must finish your five-year military service...

But at least you managed to get into this top-secret project, which will no doubt later come to be seen as particularly prestigious. Despite the secrecy, your father let you know that the project dealt with the maiden voyage of the Icarus, an ultramodern prototype spaceship. And the ship's destination is the center of the Universe! As if that were just a stroll around the block! At a normal cruising speed of two parsecs per day it would take about 50 years to get there, but according to your father, this voyage will only take about one year, due to the revolutionary new drive system installed in the ship.

But when they asked you whether you would prefer to belong to the primary or the back-up crew, you opted for the latter. Be a part of the project? Sure. Work? Not you. Of course, spending most of the long, slow journey sleeping like a baby will be much more comfortable than carrying out endless, tedious routine duties. Some people might call this laziness, but you have always known how to find the path of least resistance. Some might even call you a bit spoilt or pampered. So what? Anyway, the best part of the deal is that your father has apparently forgiven you – two years ago you had a huge fight after you drunkenly gave away a few details of a major deal of your father's to a casual social acquaintance. The deal fell through, and your father lost a huge sum of money and – even worse – some of his influence. The direct consequence of all this was that you were forced to carry out your military service – an inconvenience that the rich and privileged like you normally manage to avoid. Since the incident, your father has hardly exchanged so much as a single word with you. Except for when, scarcely five months before the start of this mission, he called you into his presence to ask you if you wanted to be included. The discussion lasted less than ten minutes, and consisted mostly of his instructions to you, since which he has hardly said anything, but nonetheless, it was the start of a reconciliation. Nothing to lose, and a hero's welcome on your return – maybe then your relationship with your father will get back to normal, as he was actually your only close friend since the death of your mother. Up until now, you have pushed aside the nagging suspicion that your father might possibly be finally trying to get rid of you by sending you on this mission. Well, things may certainly get a little risky, but he would never do a thing like that!

Connections:
You know none of them particularly well personally, but these are the impressions you formed of them at the training camp on Phobos, which you all attended:

- Tom Hatsuko – Security Officer

  One of those pathetic LockMit lackeys. No doubt he's utterly clueless, like they all are. You've never been able to understand why Federated Boeing ever allied itself with LockMit, and why this upstart has to be included on board the Icarus is a complete mystery to you.

- Dr. Rigo Sanchez – Science Officer

  Some old Mexican. Federated Boeing, sure enough, and therefore a cut above average. But his breath still stinks.

- Ioannis Muller – Technician

  Despite his surname he is a native Greek and a cute one too! About the same age as you, you've noticed him checking you out. You feel like you can trust him – he is from Federated Boeing, after all. Plus he looks fantastic, and the girls in the camp had quite a bit of gossip about what he keeps in his pants. Don't let this guy get away!

- Dr. Toshiko McCloud – Doctor

  McCloud is another LockMit. And she could certainly try being a little more cheerful! She seems to be perfectly competent in what she does, but she is still one of them. And so you'd prefer not to get hurt.

STR:	09	Move:	8
CON:	14	HP:	26
SIZ:	12	Dex SR:	3
INT:	15	DB:	+0
POW:	15	SAN:	75
DEX:	13		
APP:	17		
BRA:	15		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3+db

Skills:
Art (Avoid Work) 85%, Art (Flirt) 60%, Astronomy 60%, Computer Use 70%, Credit Rating 70%, Dodge 45%, Electronics 60%, First Aid 30%, Listen 50%, Navigation 70%, Physics 40%, Pilot (Orbital Glider) 70%, Pilot (Spaceship) 65%, Psychology 50%, Spot Hidden 55%.

Notes:
You are by no means stupid, but you are bitchy and full of prejudices. You are doing this job because you have to, but you still might be able to get some advantage out of it. You are a bit of a smart-ass, but absolutely not a stupid little girl! NO WAY! You have a brain! And you take care never to overexert yourself.

LT. TOM HATSUKO

Security Officer, LockMit Industries, Bio-Registration Number: 98689528-06

27 years of age, various artificial muscles bulge under his uniform, his restless gaze constantly shifts around.

You grew up in the slums of the Moon, and know just how tough life can be. At the age of 14 you enlisted as a Combat Engineer and have now served in five campaigns. And this mission is your big chance! Hopefully you will be awoken in order to carry out a task and gain positive attention.

Protecting these arrogant Federated Boeings really doesn't suit you, but you have your orders and have no option but to follow them. Don't mess up here and you'll probably be promoted. The only thing you know about your mission is that it is some kind of rescue operation. That's all. But you don't need to know any more to carry out your orders. Anyway, you'll probably be spending the entire mission in deep-freeze hibernation, unfortunately enough

Connections:
You know none of them particularly well personally, but these are the impressions you formed of them at the training camp on Phobos, which you all attended:

- Kleoniki Marazelos – Pilot / Navigator

  Not necessarily stupid, but an incredibly irritating young girl. And a Federated Boeing! Which is obvious from her name. She's the daughter of the stinking rich Marazelos, who owns half of New Greece. If she starts to get on your nerves, just ignore her – losing your temper could cost you your career.

- Dr. Rigo Sanchez – Science Officer

  Some old Mexican. And another Federated Boeing – and therefore another asshole. And his breath stinks.

- Ioannis Muller – Technician

  Yet another from that ridiculous corporation! And a pretty boy too. Enough said.

- Dr. Toshiko McCloud – Doctor

  Finally somebody from the same corporation as you! Federated Boeings are certainly easier to bear if there are two of you. Don't let anything happen to her!

STR:	19	Move:	8
CON:	16	HP:	28
SIZ:	12	Dex SR:	2
INT:	10	DB:	+1D4
POW:	12	SAN:	60
DEX:	16		
APP:	14		
BRA:	16		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	80	+0	2d3+db

Augmentations:
Muscle Replacement (Cyber).

Skills:
Computer Use 50%, Conceal 50%, Craft (Emanate Authority) 65%, Craft (Improvise Weapon) 60%, Dodge 75%, Electrical Repair 60%, First Aid 40%, Listen 50%, Martial Arts (Kickboxing) 80%, Service Regulations 70%, Spot Hidden 70%, Throw 60%, All firearm skills at 70%.

Notes:
You are the team member with the best training in security issues. In other words: security for all means security for you. You have been trained hard, and use military jargon. The word "can't" means nothing to you – it just means "don't want to" as far as you are concerned. You are the tough guy, determined to bring your people through the shit, no matter how deep it is, no matter how much it stinks.

DR. RIGO SANCHEZ

Science Officer, Federated Boeing Interstellar, Bio-Registration Number: 43400437-92

50 years old, slightly disheveled and highly ambitious.

Even though you are 50 years old and no longer at the peak of fitness, you are still a good astronomer. And that is your job here. The mission concerns the rescue of another ship, but you don't know any more than that. What you do know, from a confidential source, is the fact that top-secret weapon prototypes are being carried on board the ship in which you are traveling. You have an accomplice in the primary crew, a medic called Dr. Mbene Tsuwaga, who will thaw you out as soon as he has any more detailed information. As these plans are certainly worth millions, you are sure you can find a good use for them. So keep your eyes open.

You couldn't give a damn about these oh-so-important corporation loyalties: your friend is anybody who can be of use to you. Otherwise, you have none.

Connections:
You know none of them particularly well personally, but these are the impressions you formed of them at the training camp on Phobos, which you all attended:

- Kleoniki Marazelos – Pilot / Navigator

  Stupid girl! Thinks she's special, just because her father's the filthy rich Marazelos, owner of half New Greece. But how much does she know about the super-weapon? Keep an eye on her!

- Tom Hatsuko – Security Officer

  A LockMit, not that it makes any difference to you. You do however respect his artificial muscles – this man is a killer! But perhaps he can be useful to you. He is certainly no shining

intellect, so it should be easy enough to wrap him around your little finger.

- Ioannis Muller – Technician

  A Federated Boeing technician. You don't know anything else about him. Suspicious.

- Dr. Toshiko McCloud – Doctor

  A LockMit medic. Maybe it's a biological weapon? Better keep her under observation too!

STR:	10	Move:	8
CON:	13	HP:	24
SIZ:	11	Dex SR:	2
INT:	17	DB:	+0
POW:	14	SAN:	70
DEX:	16		
APP:	11		
BRA:	13		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3+db

Augmentations:
Skillsoft (Cyber).

Skills:
Astronomy 80%, Astrophysics 70%, Computer Use 70%, Craft (Distrust others) 80%, Dodge 45%, First Aid 35%, Mathematics 80%, Navigation 65%, Psychology 60%, Spot Hidden 60%.

Notes:
In general, you are somewhat absentminded, scatterbrained even, but capable of intense concentration when necessary. You happily insert foreign words into your everyday language, and when you get nervous your Mexican accent comes to the fore. Look for the super-weapon!

LT. IOANNIS MULLER

Technician, Federated Boeing Interstellar, Bio-Registration Number: 46258412-44

37 years of age, extremely good-looking, and always on the lookout for a young piece of ass.

What a bunch of crap, damn it all! At first, the transfer to this project sounded like a promotion, despite the major shitstorm you caused at your last job (well, two crew members knocked up before you got caught with the Captain's wife). However, just before you were frozen you discovered, by pure chance, that you were to be placed aboard a prototype spaceship. Hopefully things will go better this time! You are otherwise responsible for the preparation of the oxygen and the pumping system.

Connections:
You know none of them particularly well personally, but these are the impressions you formed of them at the training camp on Phobos, which you all attended:

- Kleoniki Marazelos – Pilot / Navigator

  The daughter of the fabulously wealthy Marazelos, who owns half of New Greece. Looks very nice indeed, although a bit irritating – but perhaps worth adding to your list of conquests. Who knows, maybe you can find a use for all that money... But what is she actually doing here on this ship? Kicked out by Daddy?

- Tom Hatsuko – Security Officer

  One of those LockMit worms. Politics are meaningless to you, but even so, LockMit are undeniably scum. And this alliance is an insane idea! That said, when the shit hits the fan, he's the guy you'll be hiding behind.

- Rigo Sanchez – Science Officer

  One of ours, even if he does have bad breath.

- Dr. Toshiko McCloud – Doctor

  A lady doctor from LockMit. Classy! But not as good-looking. Still, who knows?

STR:	13	Move:	3
CON:	13	HP:	26
SIZ:	12	Dex SR:	3
INT:	14	DB:	+1D4
POW:	12	SAN:	60
DEX:	14		
APP:	18		
BRA:	13		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	55	+0	1d3+db

Skills:
Computer Use 80%, Craft (Drive Systems) 60%, Craft (Flirt) 70%, Electrical Repair 75%, Electronics 75%, First Aid 35%, Spot Hidden 40%.

Notes:
You are a real Don Juan. The most awful thing you can imagine would be one of your ex-girlfriends turning up. You are actually an extremely superficial person, you always have a smart answer ready, and you also have a genuine problem with authority– too much authority just makes you feel like covering your own ass instead.

DR. TOSHIKO MCCLOUD

Medical doctor, LockMit Industries, Bio-Registration Number: 9-2063007-89

42 years, studious and temperamental.

You are a medical doctor, and a very good one at that! You joined this mission after being transferred here by your superiors. The spaceship's mission is top-secret, so you have no idea what to expect. You don't like having to work together with Federated Boeing people, but if somebody needs your help as a physician you will not turn your back. However, you hope that you will not be

thawed out: space journeys are always dreadfully boring, and the other people inevitably start to get on your nerves sooner or later.

Connections:
You know none of them particularly well personally, but these are the impressions you formed of them at the training camp on Phobos, which you all attended:

- Kleoniki Marazelos – Pilot / Navigator

  An arrogant, brash Federated Boeing slut. Not only that, she is the daughter of the money-grubbing Marazelos, owner of half of New Greece. God, she gets on your nerves! It's already started!

- Tom Hatsuko – Security Officer

  A text-book example of a LockMit: good-looking, strong, inspiring respect. You are very glad he is here.

- Rigo Sanchez – Science Officer

  Comes from Federated Boeing, suffers from severe halitosis, and is in all certainty completely useless in every respect.

- Ioannis Muller – Technician

  Yet another Federated Boeing oaf. A smug lout whose entire personality revolves around his appearance.

STR:	09	Move:	3
CON:	16	HP:	26
SIZ:	10	Dex SR:	3
INT:	16	DB:	+0
POW:	17	SAN:	85
DEX:	13		
APP:	12		
BRA:	16		

Armour:
None.

ATTACKS:	ROF	A%	PV	DAM
Punch	1	55	+0	1d3+db

Skills:
Become Irritated 70%, Biology 70%, Chemistry 50%, Computer Use 50%, First Aid 80%, Medicine 85%, Pharmacy 55%, Spot Hidden 60%.

Notes:
There is a lot to be done before we are safe. Make that quite clear to the others.



APPENDIX C: HANDOUTS

INVESTIGATORS HANDOUT 1

My Dear Friend,

i came across the attached passage in an old file. Just for once, abandon all of your innate rationalism and try to imagine the boundless possibilities of what could have happened as a result of a ship jumping through space and time. Have we unwittingly done something not meant for the human race? Please consider it - i know you are an intelligent woman.

With my fondest regards,
Dr. Sergei Antonovitch

ps: The excerpt is from Black God of Madness by a certain Amadaeus Carson.

pps: Against all the odds, they have approved my application. i will be traveling with you, among the back-up crew.

INVESTIGATORS HANDOUT 2

Imagine a spaceship that is faster and better than any eve/ seen before. Imagine a spaceship that is so fast that displaces matter before itself until it eventually breaks through it Imagine a spaceship that no longer needs to travel in our space-time continuum, but can fold space ens thereby cross immense distances in short periods of time. Lay a sheet of paper before yourself on the table. Draw a starting point at one side of the sheet and a finishing point at the other. Now specify the shortest distance between start and finish. Is it a straight line? For normal ships yes, boa not for the ship that I have the honor to present to you today. Instead fold the sheet so that starting and finishing point lie one above the other And now puncture a hole between the points. That, ladies and gentlemen, is the shortest connection between the two points.

And the Diadalos is capable of traveling in precisely this manner...

Prof. Paul Newman, leader, 'Daedalus Project', from his speech to the board of Federated Boeing, 12.9.2238.

INVESTIGATORS HANDOUT 3

Progress Report: Investigation of Esper C-125

22.g.1. Object C-125 exhibits the same psionic anomalies as its father. The series of tests on cerebral control of a complex object gave more than positive results. Considering the age of the research subject (at present writing, 7 years) at the time of this series of tests, this is an astonishing result, Unfortunately, the results of the genetic tests were negative. Object C-125 suffers from genetic defects and could not be included in the official series of tests. Tomorrow we begin measurement of cerebral wave activity from the opened cranium.

22.h.1, Cerebral wave activity measured successfully. We decided to install a surgical plate in order to remove the need for any further cranial surgery (relevant comment from Dr. Clara Hibbins: "Actually, despite everything, it still does very closely resemble a child!"). The subject responded well to the transplant.

44.a.34 It is amusing to realize that the genetic father of Object C-125 is the Esper of our ship! (Relevant comment from Dr. Clara Hibbins: "The father and the son, two objects, one ship, and each one serving in his own way!").

INVESTIGATORS HANDOUT 4

*** Introduction page: "Icarus Project" for quarterly review, 12.06.2239 ***

Excerpt: Esper lecture

Due to a genetic defect, Espers possess a very special gift. Please allow me to explain this to you in detail. Briefly: think of the psionic abilities of these organisms, familiar from the Holovision. These objects – they are only conditionally viable, and according to the definitions of the Geneva Resolution on Population Evaluation of 2510, Article 224, are considered as 86% abnormal – have the ability to control more complex procedures than humans with their cerebral impulses. Every normal human can control his or her own muscles, but these objects are able to control more than one body with their brains. And this is what makes them so useful to us. As you all know, the Icarus will be exposed to immense forces during the jump, and therefore needs to be constructed of a material able to withstand these. The LockMit alliance has given us access to just such a material – and as you are already aware, it is organic in nature. And more importantly – it is regenerative. Damage sustained is repaired almost immediately! This is carried out by Nanites. You are all familiar with these tiny aids from the hospital, where they course through our blood vessels and help make us healthy again. In order to control the living outer hull of the Icarus and direct the billions of Nanites, we need an esper.

INVESTIGATORS HANDOUT 5

This data rated as security Code Double Alpha. Classified Material!

+++Copy 3-45, transferred to personal computer, Captain Delaché+++

Security Rating, Classified

As you are aware from the report documents, the Daedalus, the carrier ship of the prototype jump generator with which the Icarus is also equipped, was lost on launch. Nevertheless, we were able to extract enough data following this failure to reach many important conclusions pertaining to an improved model of ship, the Icarus, which this order now places under your command. The scientific personnel on board r are secondarily subordinate to your command, and primarily responsible to Dr. Niklos Spazegottos. We expect your fullest cooperation with the scientific personnel, who are carrying out research programs of immense importance. Dr. Spazegottos will supply you with further information during the course of the voyage.

Your team consists of 143 personnel, half as back-up crew in cryostasis, to be activated if necessary. You will find the emergency safety codes for the Computer in your Briefing Log. For reasons of security only the Command Staff have been issued details of the mission – lower officers and enlisted crew have not been informed.

Your orders:

Set course for the absolute middle-point of the Universe. Find the missing Daedalus. Recover the ship's data archives. This is of highest priority. If possible, rescue the personnel of the Daedalus. Return to Phobos.

Confirmation of priority, All necessary expenditure of material and personnel is approved.

INVESTIGATORS HANDOUT 6

```
***Salvage protocol follows: Untitled-ISS-DA is received as permanently updating signal, processed and stored***

1450:25: Docking secured with passive ship. Scan negative. No signs of life***
Energy status: negative
***Life support systems, negative
***Structural analysis, Severe damage visible to hull, structure inoperative, ship passive

1451:07: Port opened. Team enters object. Heavy damage already identifiable in insertion area. Probable cause: fire. Team divides and acts according to operational plan C. Erui and Niklos to Engine Room, Team Leader and Clow to Bridge.
Further report from Team Leader.

1452:46: Heavily blocked hatches, structure inoperative, blasting hammer used, negative reports from Team B. Destruction of unimaginable extent. Unknown cause. Fatalities.
Note from Salvage Technician: Surprised by unknown technical equipment aboard ship! Inquiry about [file sequence sealed and deleted: Authorization: Captain].

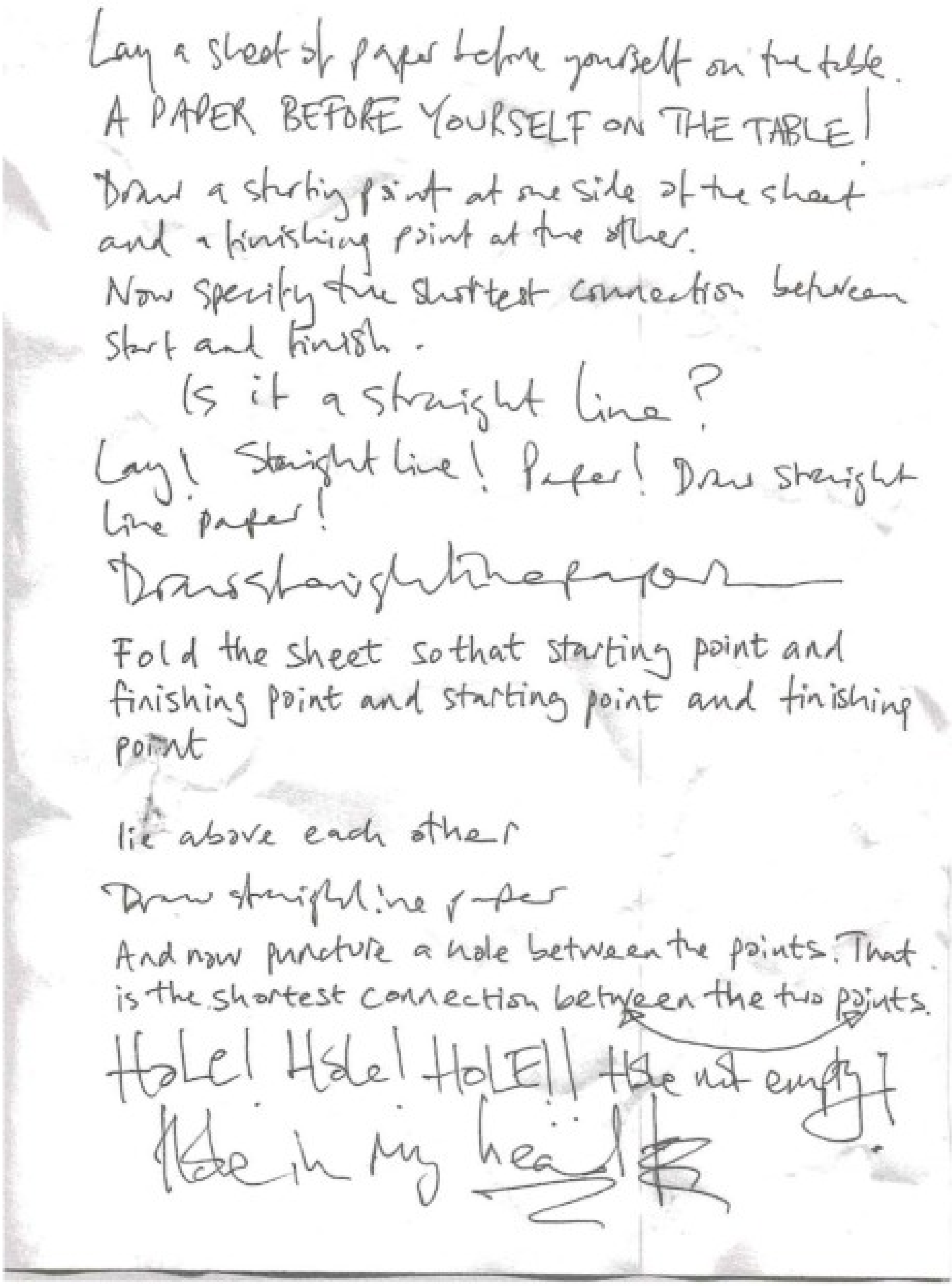
1456:01: Bulkhead blown, passage too [speech transmission compromised] dead found [speech transmission compromised] disfigured faces [speech transmission compromised] medical opinion, traces of teeth (human: cast taken for later identification) in [speech transmission compromised] mutilated fingers, no eyes in sockets [speech transmission compromised] have eaten themselves.

1457:38: ***EMERGENCY SIGNAL ACTIVATED BY TEAM B. LOCATION. REACTOR ROOM ***
Team A responds.

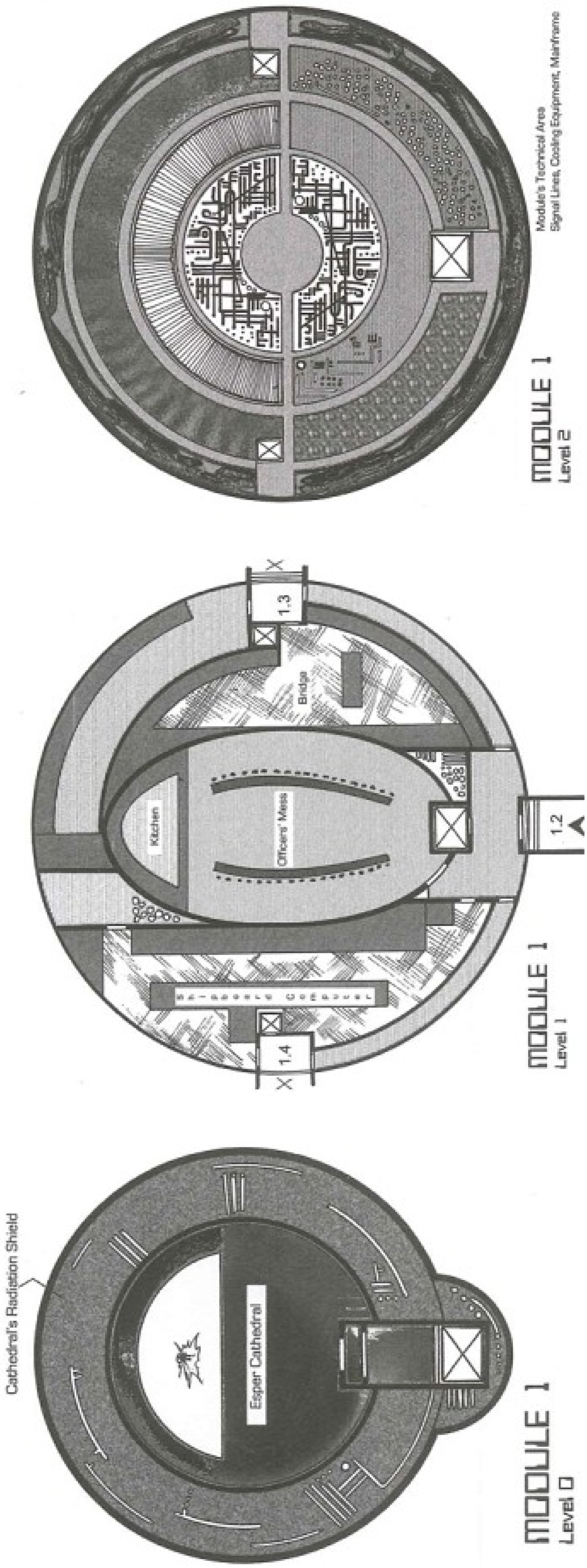
1458:34: ***RADIO CONTACT BROKEN WITH BOTH TEAMS***

1459:57: *** RADIO CONTACT REESTABLISHED WITH TEAM A***
**********EMERGENCY**********EMERGENCY***********EMERGENCY*********
COMPUTER: SHIP'S DEFENSES: ALERT
***ORDER ICARUS TO TEAM LEADER: ABORT MISSION***
SHUTTLE 04 disengage from passiveksdkuejao Lazee
***TRANSMISSION ENDS: RECORDING PROGRAMME TERMINATED DUE TO ENERGY FAILURE *** FILE INCOMPLETE***
```

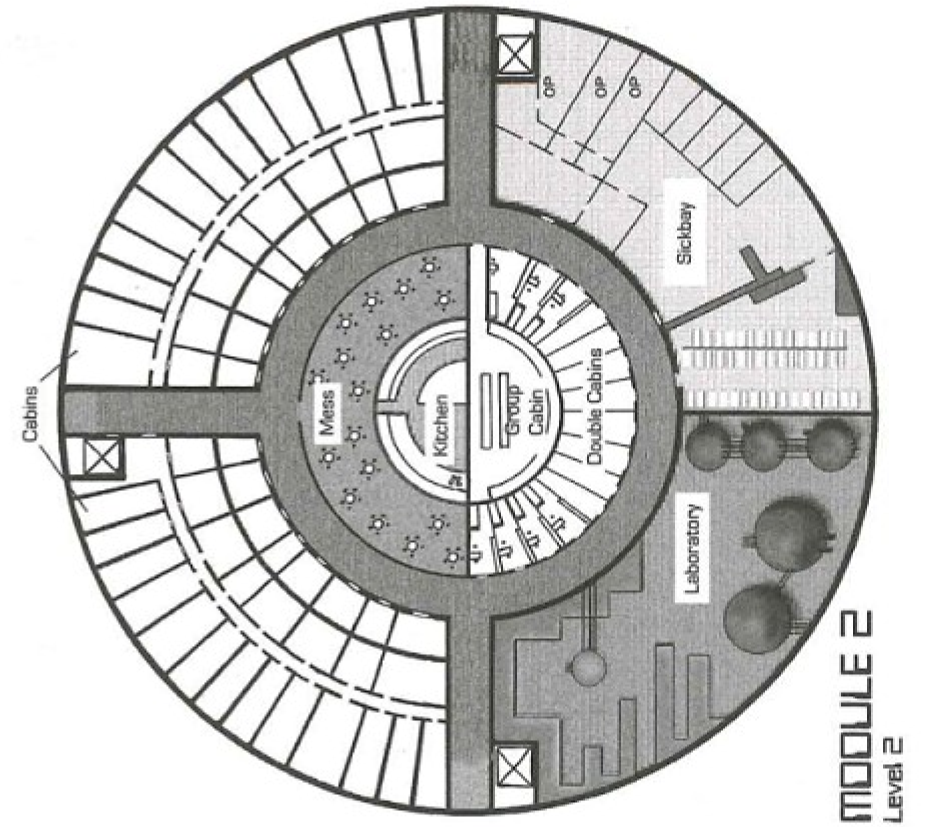
INVESTIGATORS HANDOUT 7

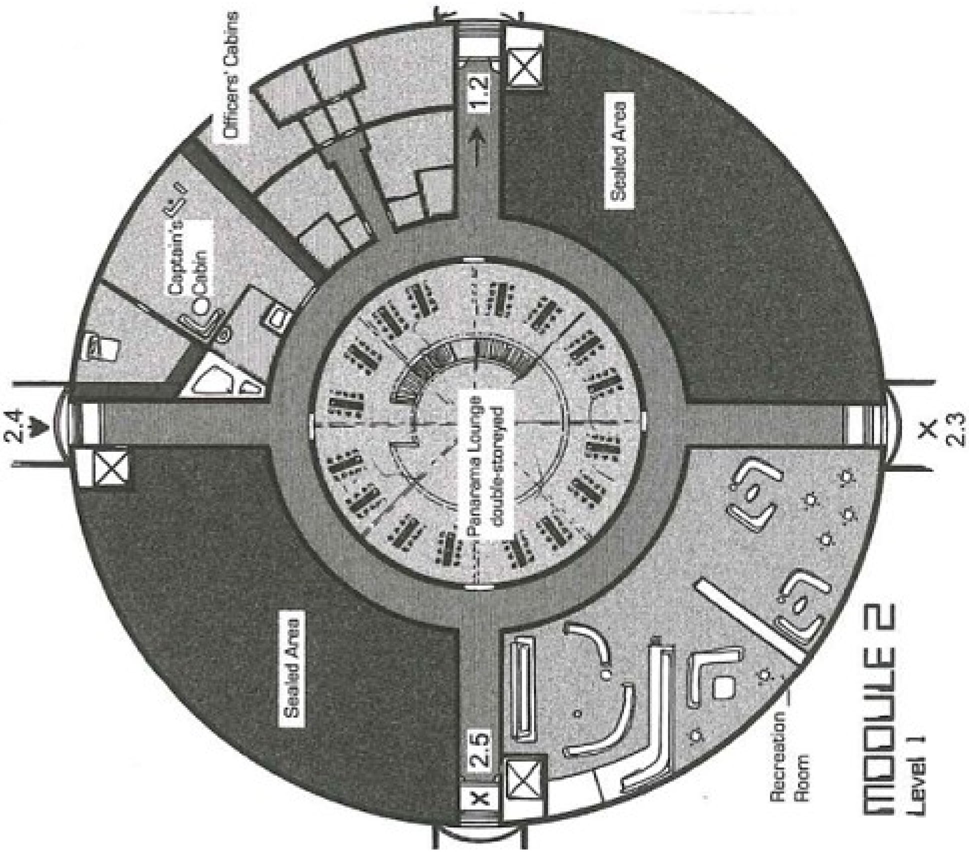

Lay a sheet of paper before yourself on the table.
A PAPER BEFORE YOURSELF ON THE TABLE!
Draw a starting point at one side of the sheet
and a finishing point at the other.
Now specify the shortest connection between
start and finish.
Is it a straight line?
Lay! Straight line! Paper! Draw straight
line paper!
Drawstraightlinepaper
Fold the sheet so that starting point and
finishing point and starting point and finishing
point
lie above each other
Draw straightline paper
And now puncture a hole between the points. That
is the shortest connection between the two points.
Hole! Hole! HOLE!! Hole not empty!
Hole in my head!

MAP 1: ICARUS – MODULE 1

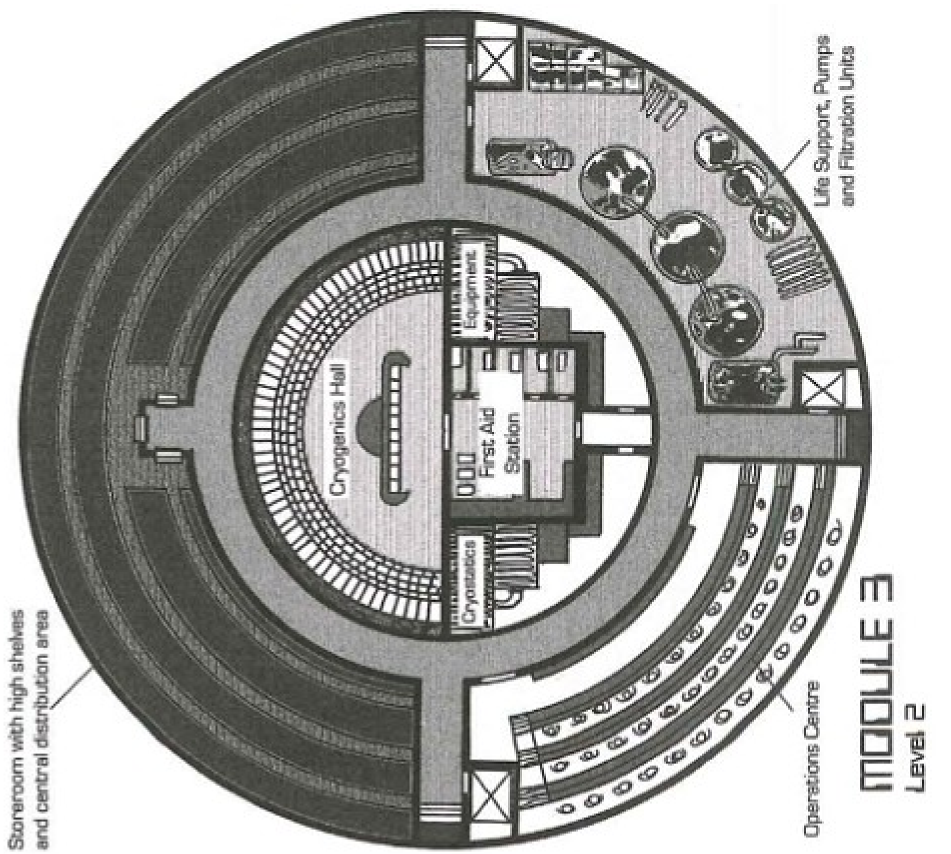


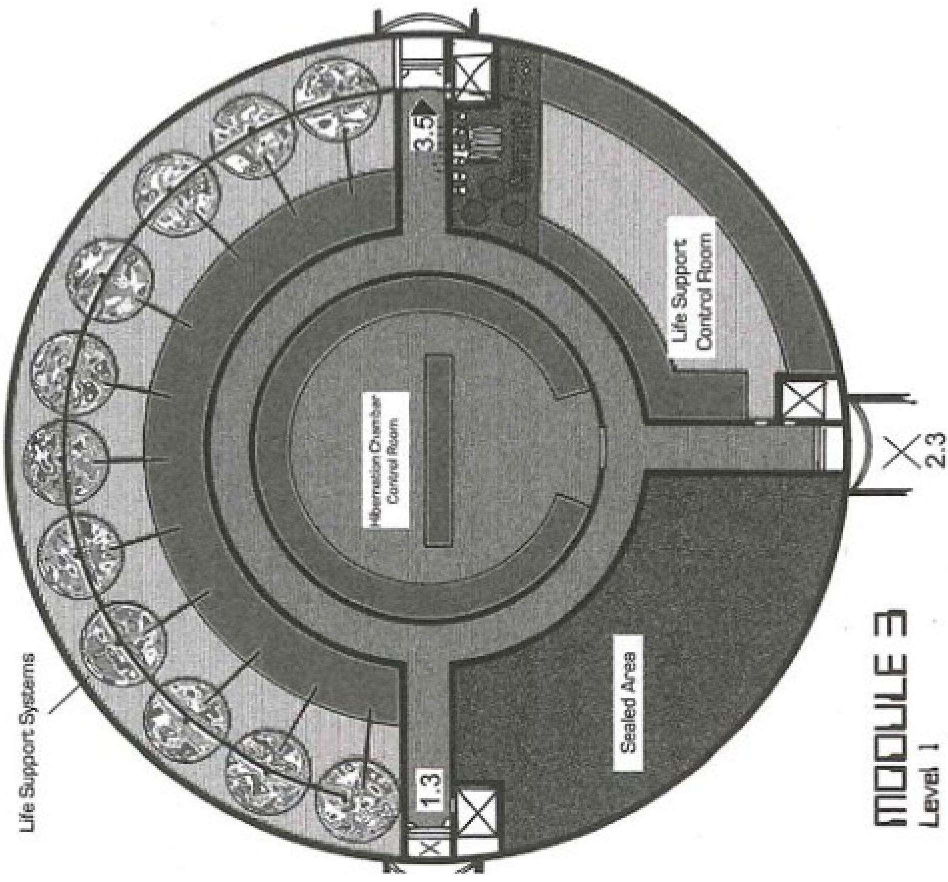
MAP 2: ICARUS – MODULE 2





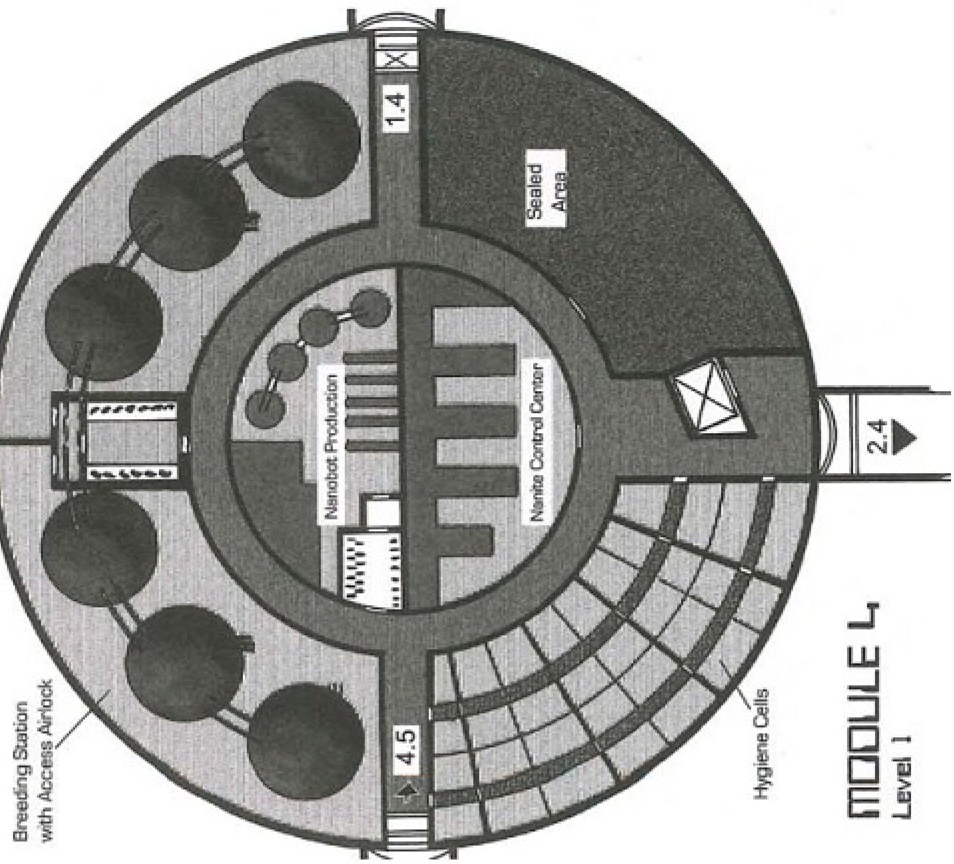
MAP 3: ICARUS – MODULE 3



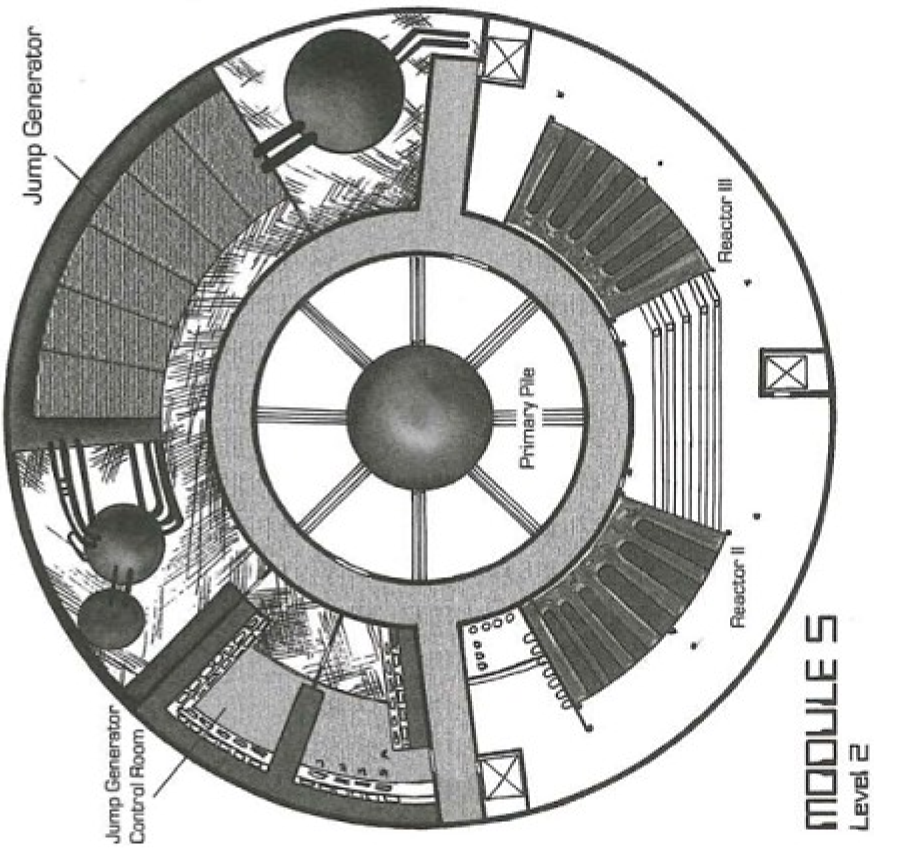


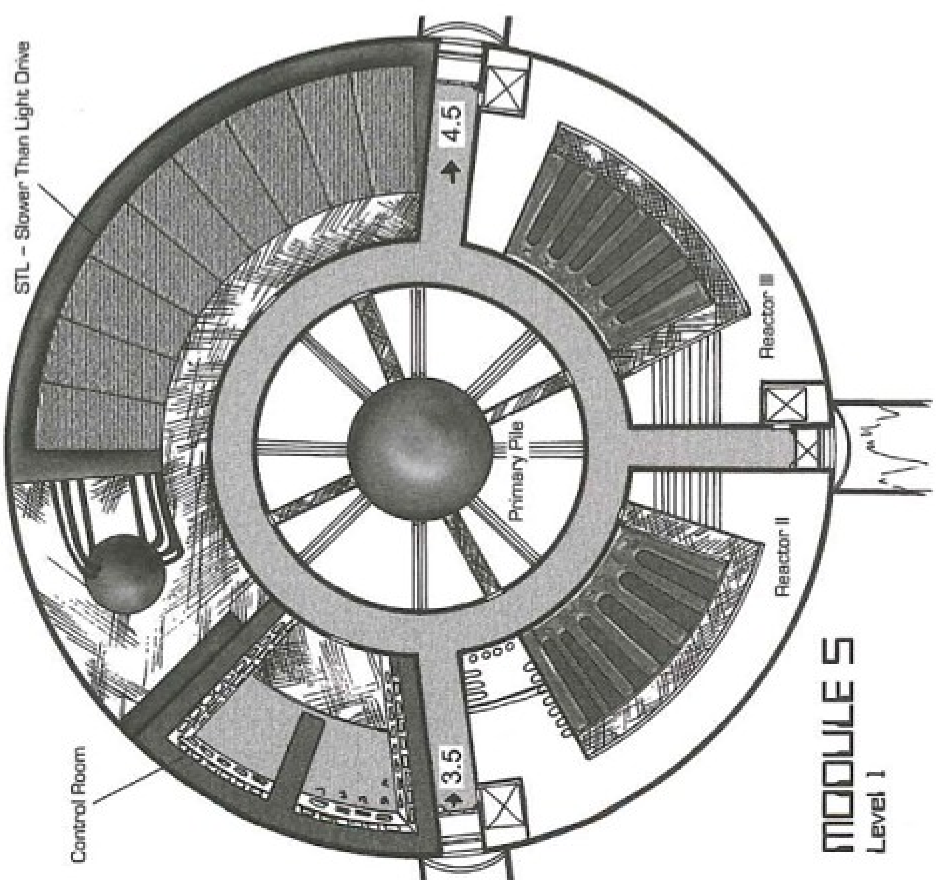
MAP 4: ICARUS – MODULE 4





MAP 5: ICARUS – MODULE 5





Collaborative Open Source Horror Roleplaying In the 23rd century

NEW HORIZON

Questions and comments on our web-based Git-repository manager
https://gitlab.com/NHcthulhu/NewHorizon
always contains the latest release

NEW HORIZON 5.3

NAME ______________________________

Race ____________________ Gender ____________

Birthplace ____________________ Grav. field ____________

Age ________ Height ____________ Weight ____________

Profession ____________________ Wealth ____________

Employee ____________________ Rank ____________

INSANITIES Temp. Insane _____ Indef. Insane _____

____

____

PLAYER ______________________________

Characteristics & Rolls

STR _____	Effort roll __________	%
CON _____	Stamina roll __________	%
SIZ _____	Damage Bonus __________	
INT _____	Idea roll __________	%
POW _____	Intuition roll __________	%
DEX _____	Agility roll __________	%
APP _____	Charisma roll __________	%
BRA _____	Fortitude roll __________	%
MOV _____		

Hit Points

Major Wound ______

DEAD (–__________)

0	**01**	**02**	03	04	05
06	07	08	09	10	11
12	13	14	15	16	17
18	19	20	21	22	23
24	25	26	27	28	29
30	31	32	33	34	35
36	37	38	39	40	41

Skills

Combat bonus (____)

- ❑ Airborne Assault (01%) _____ %
- ❑ Brawl (25%) _____ %
- ❑ Garrote (15%) _____ %
- ❑ Gunnery (05%) _____ %
- ❑ Heavy Weapon _____ %
- ❑ Martial Arts (01%) _____ %
- ❑ Powered Armour (00%) _____ %
- ❑ Street Combat (05%) _____ %
- ❑ Zero G Combat (00%) _____ %

Communication bonus (____)

- ❑ Bargain (05%) _____ %
- ❑ Bribery (05%) _____ %
- ❑ Command (05%) _____ %
- ❑ Disguise (01%) _____ %
- ❑ FastTalk (05%) _____ %
- ❑ Intimidation (10%) _____ %
- ❑ Persuade (05%) _____ %
- ❑ Seduction (10%) _____ %
- ❑ Status (15%) _____ %
- ❑ Torture (15%) _____ %

Manipulation bonus (____)

- ❑ Armoury (01%) _____ %
- ❑ Combat Engineering (00%) _____ %
- ❑ Conceal (15%) _____ %
- ❑ Demolition (01%) _____ %
- ❑ Electronics Comm. (05%) _____ %
- ❑ Electronics ECM (01%) _____ %
- ❑ Electronics Systems (01%) _____ %
- ❑ Fine Manipulation (05%) _____ %
- ❑ Forensics (00%) _____ %
- ❑ Forgery (05%) _____ %
- ❑ Hardware (____________) _____ %
- ❑ Heavy Machine (01%) _____ %
- ❑ Sleight of Hand (05%) _____ %

Mental bonus (____)

- ❑ Administration (10%) _____ %
- ❑ Appraise (15%) _____ %
- ❑ Anthropology (05%) _____ %
- ❑ Archaeology (05%) _____ %
- ❑ Astrogation (00%) _____ %
- ❑ Astronomy (05%) _____ %
- ❑ Biochemistry (05%) _____ %
- ❑ Biology (05%) _____ %
- ❑ Chemistry (05%) _____ %
- ❑ Computer Operation (05%) _____ %
- ❑ Computer Program. (05%) _____ %
- ❑ Computer Security (05%) _____ %
- ❑ Data Analysis (05%) _____ %
- ❑ Field Fortifications (10%) _____ %
- ❑ First Aid (30%) _____ %
- Forbidden Science (00%) _____ %
- ❑ Geology (01%) _____ %
- ❑ Hyper-Dim. Physics (00%) _____ %
- ❑ Law (05%) _____ %
- ❑ Medicine (05%) _____ %
- ❑ Occult (05%) _____ %
- ❑ Other Language (01%) _____ %
- ❑ Planetary Engineering (05%) _____ %
- ❑ Physics (05%) _____ %
- ❑ Psychotherapy (01%) _____ %
- ❑ Stardrive Engineering (00%) _____ %
- ❑ Starship Battle (00%) _____ %
- ❑ Strategy (01%) _____ %
- ❑ Streetwise (05%) _____ %
- ❑ Tactic (01%) _____ %
- ❑ Xeno-Archeology (01%) _____ %
- ❑ Xeno-Biology–Ecology (01%) _____ %
- ❑ Xeno-Medicine (01%) _____ %
- ❑ Xeno-Zoology (01%) _____ %

Perception bonus (____)

- ❑ Alertness (10%) _____ %
- ❑ Alien Environments (01%) _____ %
- ❑ Insight – psychology (05%) _____ %
- ❑ Listen (25%) _____ %
- ❑ Orientation (10%) _____ %
- ❑ Read Lips (01%) _____ %
- ❑ Recon (10%) _____ %
- ❑ Research (25%) _____ %
- ❑ Spot (25%) _____ %
- ❑ Survival (05%) _____ %
- ❑ Track (10%) _____ %

Physical bonus (____)

- ❑ Climb (40%) _____ %
- ❑ Combat Helicopter Pilot (00%) _____ %
- ❑ Combat Driver (01%) _____ %
- ❑ Combat Pilot (Atm.) (00%) _____ %
- ❑ Contragravity Harness (00%) _____ %
- ❑ Dodge (DEX x2) _____ %
- ❑ Drive (________________) _____ %
- ❑ EVA (05%) _____ %
- ❑ Freerunning (05%) _____ %
- ❑ Hide (10%) _____ %
- ❑ Jump (25%) _____ %
- ❑ Jump Belt (00%) _____ %
- ❑ Low/Zero Gravity Ops (10%) _____ %
- ❑ Marine Craft (10%) _____ %
- ❑ Parachute Assault (00%) _____ %
- ❑ Pilot Atmospheric (00%) _____ %
- ❑ Pilot Aerospace (00%) _____ %
- ❑ Pilot Spaceship (00%) _____ %
- ❑ Scuba (00%) _____ %
- ❑ Stealth (10%) _____ %
- ❑ Swim (25%) _____ %
- ❑ Throw (25%) _____ %

Sanity / Stability / Humanity

INSANE **0** 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21
22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46
47 48 49 50 51 52 53 54 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72
73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 89 90 91 92 93 94 95 96 97 98

Power Points

UNCONSCIOUS **0** 01 02 03 04 05 06
07 08 09 10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27 28 29 30

FOCUS ______________________

NEW HORIZON 5.3

Melee Weapons

Weapon type	Attack/Parry	damage	range	# attacks	length	hand	HP
❑ Fist (50%)	______ / ______ %	1D3+db	touch	1	close	1h	n/a
❑ Grapple (25%)	______ / ______ %	special	touch	1	close	2h	n/a
❑ Kick (25%)	______ / ______ %	1D6+db	touch	1	close	0	n/a
❑ Head (10%)	______ / ______ %	1D4+db	touch	1	close	0	n/a
❑ Brawl (25%)	______ / ______ %	1D3+db	touch	1	close	1h	n/a
❑ Garrote (15%)	______ / ______ %	1D6+db / round	touch	1	close	2h	n/a
❑	______ / ______ %						
❑	______ / ______ %						
❑	______ / ______ %						

Firearms

Weapon type	weapon		ROF	damage	range	Ammo	Fail
❑ Handgun (20%)		______ %					
❑ Shotgun (30%)		______ %					
❑ Rifle (10%)		______ %					
❑ Machine Gun (15%)		______ %					
❑ Heavy Wpns (10%)		______ %					
❑ Energy Wpns (10%)		______ %					

Armor

Armor type	________
AP	________
ENC	________
Rad. Shield	________

Nanoware

Nanoware type	augmentation

Bioware

Bioware type	augmentation	SAN

Psionic

Talent/level		Range	Duration	PP
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			

Cyberware

Cyberware type	augmentation	SAN

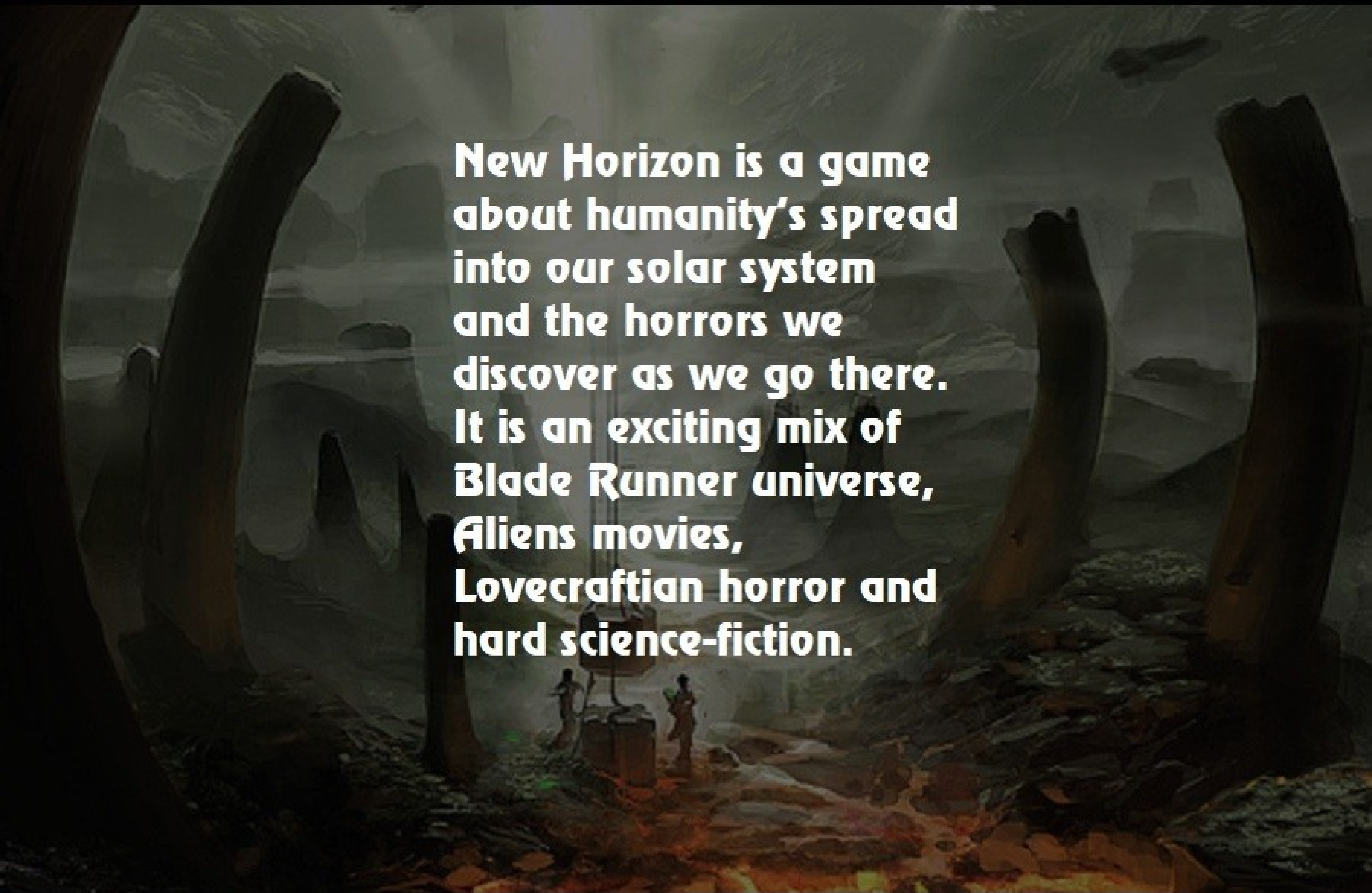
Sorcery

Spell/level		Range	Duration	SAN
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			
❑	______ %			

Luck

OUT OF LUCK **0** 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23
24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 56 57 58 59 60 61
62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 89 90 91 92 93 94 95 96 97 98 99

For space is dark
... and full of terrors



New Horizon is a game about humanity's spread into our solar system and the horrors we discover as we go there. It is an exciting mix of Blade Runner universe, Aliens movies, Lovecraftian horror and hard science-fiction.

NEW HORIZON

Scenario Pack LA 2.0